

We are a worldwide leading provider of laser beam projection displays that enable tech giants worldwide to unlock their next Augmented Reality revolution.

To successfully continue our growth ambitions, we are looking for a

Embedded Software Engineer (full-time) (f/m/d)

Within our growing team of experts, you will be responsible for the development and optimization of software to drive laser beam scanner systems. The responsibilities also include the creation of a video pipeline on modern host systems utilizing GPU acceleration. You will take part in developing and improving the system architecture of current and future laser beam scanner systems. Working in a collaborative and dynamic environment, you will leverage your expertise to design, implement, and optimize software that powers our state-of-the-art laser scanning solutions.

Your responsibilities:

- Design and develop embedded software for controlling and driving laser beam scanning systems in C++;
- Develop algorithms to optimize image quality;
- Collaborate with experts from various fields and teams to integrate software components into our laser scanning products;
- Create and optimize video processing pipelines on host systems in *i.e.* OpenGL, leveraging GPU acceleration for enhanced performance;
- Debug, test, and maintain software to ensure reliable and robust delivery;
- Identify and address software-related issues and provide solutions in a timely manner;
- Support the development of clear documentation for the software components developed; and
- Provide support and maintenance for the CI/CD pipeline.

Your qualifications:

- Master's degree in computer science, Information Technology, or a related field;
- Minimum of 4 years of experience in embedded software development;
- Strong proficiency in C++ programming for embedded systems;
- Solid knowledge Linux;
- Knowledge of Android, GPU programming is a plus;
- Knowledge of image processing, or machine learning is an asset;
- Familiarity with multi-platform applications. OpenGL for video processing is a plus;
- Strong problem-solving and debugging skills;
- Excellent communication and teamwork abilities;
- Proven ability to work in a fast-paced, innovative environment; and
- Good knowledge of spoken and written English.

Your benefits:

- Be part of a young, ambitious, and international team with a flat hierarchy structure, with great team spirit and creativity;
- Work in a startup-like culture, with room to develop new ideas for innovation;
- Drive intensive co-operation with international and reputable electronics companies, working on exciting projects;
- Enjoy excellent development opportunities, continuously develop skills according to individual strengths and benefit from our proven mix of on-the-job training and external educational opportunities;

- We care about our country's climate – take advantage of the opportunity to buy a bicycle through the Job Rad program;
- Keep fit with our gym membership;
- Participate in our regular company and team events;
- We have a great company location – headquarters in the center of Vienna (1040);
- We offer a competitive salary, dependent on qualifications and skills;
- Flexible working hours and possibility for home office.

We invite you to join TriLite for a unique learning and working experience, with great potential for growth in an innovative environment.

The minimum salary for this position is € 54,502.42 gross/year based on the applicable collective agreement for Metaller. The actual remuneration depends on your qualifications and experience and will be agreed upon individually.

Applicants must have work permission for Austria/EU.

Please email your CV to hr@trilite-tech.com, with reference to the job title.

No cover letter required. We are looking forward to receiving your application.