

NOVELIC is a high-tech company developing products in the fields of sensors, industrial electronics and wireless communications. We cover all subsystems of a modern electronic product under one roof: Embedded HW/FW, FPGA, ASIC, RF IC, etc. NOVELIC has dynamic and creative working environment with excellent working conditions. Responsibility and opportunity to lead and drive the projects is given. Stable long-term career roadmap for proven team members is our goal, so as yours.

We invest in excellence, offer excellence and ask for excellence.

We are pleased to offer a full-time position for:

Embedded Software Engineer

You should have:

- Education level: Bachelor or Masters' Degree
- Good fit in agile working environment
- Minimum 10 years of experience in embedded SW design
- Proficiency in English, both written and spoken

You should be experienced in the following:

- Thorough understanding of embedded SW design
- C/C++ programming language and good coding practices
- Ethernet-based industrial motion control protocols (EtherCAT, Ethernet/IP, etc.)
- Ability to read and comprehend electrical schematics
- Troubleshoot HW problems on prototype boards
- Knowledge of a SW development quality management

This position includes defining, architect, design and deliver embedded SW for radar processing chip. You should be developing low-level interfaces and device drivers for communication, as well as implementing radar algorithms

We offer working in a dynamic environment in a team with good engineers, including attractive salary packet with private pension and health insurance, bonus, highly paid business trips etc.

If you are interested in becoming a part of NOVELIC, please send us your CV and a brief motivation letter (in PDF format) to the following e-mail address: careers@novelic.com with the subject **<NIC_SW_201908_YourName>**

Deadline for applications: 15th of October 2019

Feel encouraged to apply promptly, the first matching candidate will be taken.

We look forward to meeting you! NOVELIC team