Hiring: Software Engineer (UAV Flight Control) m/f/d

Beagle Systems develops and operates unmanned long range aircraft. Our goal is to enable our customers to reach any place in the world at the press of a button. Here, you’ll join a team of passionate people who work in a fast-paced, constantly changing work environment at the leading edge of technology to move long-range, high frequency unmanned aviation from science fiction to reality.

We are hiring a specialist in C++ programming with knowledge of basic flight control algorithms (or a fast learner who can understand new algorithms and implement them at an exceptional pace).

General:
- Office in Hamburg, Germany
- Start Date: ASAP
- Send your Resumé & Motivation Letter to work@beaglesystems.com

Job Responsibility
- Responsible for flight control embedded systems and firmware level driver design, development and maintenance
- Responsible for documentation development of flight control firmware
- Participate in design and development of other embedded software
- Participate in development of related software tools and testing framework

Basic Requirements
- Major in Communications, Computer Science, Automation or related Subjects

Preferred Skills and Experience
- Can communicate in English
- Familiar with
  - development of embedded applications based on micro-chip/ARM/DSP and other platforms
  - STM32 micro-chip software programming
  - embedded software development,
  - basic principles of operating systems, skilled in the use of FreeRTOS, Nuttx, RT-thread, Chibios and other real-time operating systems (one or more)
- Proficient in C/C++, follows good coding practices with solid software engineering, data structure and algorithm design foundation
- Master the commonly used system bus interface and typical peripheral development, such as USB, SPI, I2C, CAN, SDIO, etc., have basic hardware skills, can understand the basic schematic and PCB;
- Master the cross-compilation environment, familiar with the typical Linux system call and application development;
- Familiar with all kinds of open source flight control algorithms;
- Creative problem solver that can bring multiple disciplines together with the ability to assess risk and make design and development decisions without all available data
- Ability to adapt to constant changing work assignments and fast paced work environment
- Excellent communication (written and verbal) and teamwork skills
- Excellent concentration and attention to detail with outstanding work efficiency and accuracy

Bonus Experience
- Experienced user of Github/Bitbucket or similar platform -> Please provide Github/Bitbucket user name in your application
- Have embedded development experience for UAVs
- Ardupilot/PX4 Contributor