

Job Description

Embedded Systems Developer

About Septentris

Septentris is an engineering firm specializing in the development of embedded devices and software for the industrial and consumer markets. Septentris has significant expertise in audio signal processing and wireless devices.

We offer competitive salaries and flexible working conditions.

Septentris is growing rapidly. We are constantly looking for high-caliber candidates who want to solve exciting problems!

Septentris is committed to non-discriminatory hiring practices and evaluates all applications based on skills and qualifications.

Job Description

Reporting to the Principal Engineer, the Embedded Developer will join the Septentris embedded development team.

Their mission will be to develop:

- Embedded software, either bare-metal, under a real-time OS or running Linux,
- PC software to support the embedded system, such as hardware communication interfaces,
- Signal processing algorithms,
- Code validation test suites,
- Technical documentation.

The position is 100% remote and can be performed from anywhere in Quebec.

Technical Prerequisites

- Five (5) years of professional experience in embedded systems development,
- Advanced programming in C and/or C++,

- Intermediate Python and MATLAB programming,
- Advanced knowledge of Linux systems,
- Proficient with Git source control.

Other Prerequisites

- Bachelor's degree in computer, electrical, or software engineering,
- Excellent oral and written communication skills in both French and English,
- Willing to interact with clients,
- Able to solve new problems: capable of working in poorly documented areas, including through reverse engineering,
- Can prioritize tasks to achieve goals efficiently,
- Open to studying new techniques to address the wide variety of problems raised by our clients.

Assets

- Master's degree in engineering,
- Implementation of real-time audio algorithms,
- Audio processing on DSP chips,
- Fixed-point audio processing,
- FreeRTOS or equivalent,
- Assembly programming.