

Role : Embedded Software Engineer

Salary : £32-38,000 pa dependent on experience

Start Date : Immediate

Term : Permanent

Description : Craft Prospect is seeking an embedded software engineer with experience of developing for low power embedded systems, including FPGAs, systems-on-chips and embedded Linux. You will work as part of a dynamic engineering team to develop low power, secure embedded systems for satellite missions, targeting applications including on-board AI, quantum key delivery, Earth observation and optical communications.

The company seeks to develop a diverse and inclusive team, and encourages applications from all backgrounds. In recognition that different groups may respond to job specifications differently and that our developing talent pool can come from all quarters, we seek to minimise the number of prerequisites in any role and rather recruit for attitude, and ability to positively contribute to our small but growing team and our work.

Responsibilities : Development of complex FPGA designs and RTL hardware code (VHDL or Verilog)

Oversee or perform functional testing of satellite embedded systems.

Support design of advanced processing systems for space applications

Creating, designing, and deploying embedded Linux/RTOS solutions to onboard systems

Customer and industry engagement, including conference presentations.

Supporting mission critical design for challenging environments in space

Taking ownership of C/C++ embedded software development and deployments for various payload systems

Contributing to company quality processes, particularly around embedded design

Requirements : Proven ability to code C/C++/Python to industry standards

Understanding of FPGA and GPU based computer systems

Familiarity with Xilinx SoC and MPSoC tool chains for embedded systems

Experience with embedded Linux

Strong communication skills

Good team player with excellent customer interfacing skills

Preferred : Understanding of software development practices for critical systems

Understanding of space software development standards

Experience of hands-on small satellite development

Hands-on experience with DL and ML frameworks (such as TensorFlow, PyTorch, Keras, scikit-learn, etc.)

Developing leadership skills, taking responsibility for delivery

Ability and initiative to work autonomously

Desire to work in SME environment and positively contribute to culture

Line Manager : Ahren McTaggart

About Us : Craft Prospect is a young engineer-led company in its 8th year having consistently doubled turnover and headcount, picking up a number of awards and recognitions along the way. We work on projects for commercial customers and space agencies, as well as cutting edge R&D. We want to develop our employees to become stakeholders within the organisation, able to work within a team leading projects and developing future space mission concepts to make a positive impact. Our diverse team includes former leads of national space missions, experienced industry professionals, and designers of Mars rovers. You will be given the opportunity to support the ongoing development of the company, while we work with you to support your career aspirations.

See more at: www.craftprospect.com.

Grade : Associate / Senior Associate

(2-5 years industrial experience anticipated)

This role may also be suited to some postgraduates with a background in software development or artificial intelligence, a university researcher looking for a first industry position, or an individual with some equivalent experience in AI looking to enter the space industry.

Benefits : 4 day week option at 80% FTE salary (Tu-Fr minimum)

Up to 16% pension (matched salary sacrifice)

Wellbeing and personal development budget

Tailored internal and external training

Employee share ownership schemes

Occasional travel to conferences and other events

Location : Glasgow, UK

Applicants : Applicants should email a cover letter and CV to recruitment@craftprospect.com, using reference 24-01065

Closing Date : 8th March 2024 or when suitable candidate is found