



Progetto: TALENT ACADEMY

Azienda: UNOX SPA

Posizione: *Software engineer*

Unox is looking for a Software engineer who will join the Research Team, the person will take charge of the development of new features regarding the software of all Unox products and guarantee their correct functioning in the field. He/she will interact directly with the Development Team, the Service Team and the Customer Experience Team.

The Software Engineer has a key role in the process starting from the request of a new software feature and ending with its market entry. He/she will work with other Research Team members to design and optimize algorithms, handle their implementation into the software, produce spec sheet and guide commercial forces to manage software issues in the field.

RESPONSIBILITIES

- releasing new software version within fixed deadlines;
- tackling directly software issue in the field;
- sharing with Customer Experience software spec sheets and documentation.

ESSENTIAL DUTIES

- writing Multi-Threaded Software for Embedded Systems in C;
- writing scripts (bash, batch, php, python, R) in use for compilation toolchains and generation of packed binaries;
- maintaining the software specification docs (Textile/Markdown);
- issue tracking in Redmine;



- offering support to Service/UT Teams, immediate response to field/production lines problems.

CORE COMPETENCIES

- Programming: C & C++;
- Scripting: Python, Php, R (at least one, the more the better);
- Batch;
- Bash (optional);
- Tools: Git, Redmine;
- IT: Administration and Advanced Windows/Linux Configuration.

MINIMUM REQUIREMENTS

Education: Master degree in Engineering, Physics, Mathematics, Computer Science, or strong programming skills.