

## **Principal Software Engineer:**

Responsible for designing, developing, maintaining, and enhancing C/C++ code for RTX, our real-time extension for Windows, and ETS, our Embedded real-time operating system (RTOS).

### **Requirements:**

- Strong working knowledge of x86/x64 architecture
- Experience working on embedded RTOS.
- Strong knowledge of C/C++.
- Working knowledge of Assembly.
- Extensive experience with kernel-level debugging.
- Bios knowledge as it relates to OS.
- Experience developing and debugging multi-process / multi-threaded software.
- Experience designing/developing development support tools.
- Experience developing device drivers.

### **Pluses:**

- Knowledge of the Windows kernel.
- Experience with file systems development.
- Experience developing User Interfaces for development tools.
- NDIS knowledge and mini-port development
- SMP architecture and development experience.
- Parallel programming experience

### **Qualifications and Educational Requirements:**

- BS Computer Science or Electrical Engineering; MS preferred.
- Minimum 5 to 10 years in software/firmware development for embedded systems.