

## Software Engineer

### **Focus:**

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

### **General:**

- Strong inter-personal and communications skills
- Ability to work in a small team environment or independently
- Motivated and willing to learn

### **Requirements:**

- Working knowledge of x86/x64 architecture
- Strong knowledge of C/C++
- Experience with kernel-level debugging
- Experience developing and debugging multi-process / multi-threaded software
- Experience developing development support tools
- Experience developing device drivers

### **Pluses:**

- Experience working on embedded RTOS
- Working knowledge of Assembly
- Knowledge of the Windows kernel
- 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
- Minimum 1 to 3 years in software/firmware development