

RUFUS LABS - EMBEDDED ENGINEER

We are looking for a talented firmware engineer to join our team. You will be working alongside our Product and Marketing Teams to assist in building, launching and maintaining our android software platform.

What You'll Do:

- Modification of hardware drivers (LCD, GPS, Camera, Accel/Gyro, BT/WiFi, USB, OTG, etc)
- Debug Android Marshmallow (and later) base operating system, kernel, and bootloader with Rufus Cuff
- Testing of firmware and drivers for overall stability and functionality
- Determine a multitude of methods to increase battery life at the kernel/driver level and integrate
- Modify images & videos taken by the camera at the kernel/driver level
- Debug software level errors from a driver standpoint
- Additional firmware/embedded tasks

Skills You'll Need:

- Strong knowledge of embedded software/Driver support (primary focus)
- Strong knowledge of C
- Strong knowledge of the Linux Kernel
- Great experience with Android OS/hardware integration preferred
- Good understanding of Android/Linux firmware, with the ability to develop and integrate kernel modules and other low-level functionality.
- Familiarity with functional testing and ability to build and execute robust test plans.
- A driven and focused team player
- Wants to work in a fast-paced, innovative, start-up environment

What You'll Get:

- A unique opportunity to set strategy and build out a new enterprise customer platform
- A role as a major decision-maker in the operations of a high growth start-up
- Work in an entrepreneurial culture with zero bureaucracy

If you are interested in joining a team passionate about making kick-ass new technology that Batman would wear to work, send your resume & cover letter to admin@rufuslabs.com. Please take some time to review our company and solutions and tell us why you'd like to work at Rufus. All final candidates will go through a team review and interview process to ensure the right fit. Lone wolves need not apply.

We look forward to hearing from you. Thanks!