Software Engineer

Fusion Engineering is looking to add a software engineer to the team, to join us in our mission to build the most reliable drone flight controller on the planet.



The Job

We're looking for somebody with experience or interest in the following topics:

- The **Rust** programming language
 - All the software that goes in our flight controllers is written in Rust, which provides us with optimal reliability and productivity.
- Low-level Linux programming
 - We don't only use Linux on our workstations, but also run Linux on our flight controllers. Different tasks run in separate processes, which mostly communicate using shared memory and unix sockets.
- Embedded programming
 - Although we try to have most of our code run inside Linux, parts are running on a dedicated embedded microcontroller (an STM32 to be specific).

A cornerstone of our company culture is the room for growth and learning. Hence, we encourage you to apply even if you still need to gain experience with these topics, as long as you're excited about expanding your knowledge in these directions.

The Company

At Fusion Engineering we make advanced control systems for drones, from scratch. This involves researching and developing new control algorithms, their implementations, the software platform it all runs on, and even the flight controller hardware itself. Make sure to check out our website for an overview of our technology.

Some more details:

- We're currently with **eight people** with a combined background in software, electronics, mechanical engineering, aerospace engineering, management, finance, design and marketing.
- We regularly publish and contribute to open-source software projects.
- We value our flexible working hours, and usually work from home at least one day a week.
- Our office is located on the **TU Delft campus**, and has a great view.

Mara Bos - CTO

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https://fusion.engineering/

https://github.com/fusion-engineering/























