

Linux/Android Embedded Developers

Skills & Requirements:

- Passionate about software development
- Experience in C embedded software development and microprocessor architectures
- Skills appreciated: Embedded Linux, Bootloader, Linux drivers
- Be familiar with coding best practices
- Be a curious person committed to continual learning
- Be a problem solver, think creatively and produce "outside of the box" solutions
- Be familiar with Git, Agile method
- Be comfortable in a Linux software development environment
- Be a team player
- Have development experience on GNU tools and cross-tool chain

Candidates should be self-starters, insatiably curious and always learning new technologies. You will be adept at managing your time and communicating fearlessly.

Do you want to be part of our Engineering Playground ? Apply Now: jobs[at]korys.io

Who we are:

Korys Technologies is an innovative French company contributing to different automotive, IoT and Smart City projects led by top players in the industry.

We are a team of engineers dedicated to software developments and system expertise that tackles automotive and IoT challenges.

Working on our projects is varied, challenging and very rewarding.

We are growing our team and looking for software developers to help contribute to our projects.

Korys offers a fun and friendly environment matching our philosophy of "Engineering Playground".



What you'll be doing:

Be part of a small international team that develops software for automotive and IoT projects.

Active participation in each phase of project development from idea to architecture, development and production.

Collaborate on system-side code, communication protocol design, and kernel development on Linux/Android platforms.

Benefits:

- A highly skilled team of Software & Hardware experts
- Opportunities to learn & influence each product development phases
- Competitive salary and package (bonuses, medical insurance)
- Opportunities to develop your spoken and written English
- International travel