



## Embedded Software Developer

Toronto, Canada

### The Company

We are SpaceRyde; building Canada's first rocket to launch small satellites!

Pioneering an industry is not an easy task, but with our combination of experienced founders, high-profile investors and bright team, we have achieved many firsts. We have doubled our staff every year, and will reach space in 2022, so come join us if you'd like to work on the edge of innovation and creativity.

### The Role

You will be part of the avionics team and will play an important role in the development and testing of software for SpaceRyde's launch vehicle and support equipment. You will be challenged daily and will need to adapt quickly to achieve tight project deadlines.

### How to Apply

Email your resume and unofficial transcript to [jobs@spaceryde.com](mailto:jobs@spaceryde.com)

### Key Responsibilities

Support the development of the launch system software stack:

- Write embedded software modules for the launch vehicle including: Launch vehicle database, payload management software, radio interface, over-the-air updates, camera feed manager, etc.
- Develop software for ground based systems including ground stations and test beds.
- Ensure the reliability of the software stack through testing, verification and validation.

### Requirements

- Bachelor's degree in either computer science, software, electrical, or aerospace engineering.
- Knowledge of software design for embedded systems, fault tolerant systems, multi-threaded systems and distributed systems.
- Knowledge of communication protocols: SPI, I2C, UART, RS232, CANBus and TCP/IP.
- Strong programming knowledge in C, C++ and Python.
- Hands-on experience in a design team or projects in embedded software, such as microcontrollers, real-time operating systems, and/or embedded linux is a must.
- Bonus points for experience with ROS or ROS2.
- Bonus points for hands-on experience with debugging embedded hardware including lab experience with using multimeters, logic analyzers, or oscilloscopes.