Bühler Sortex Software Engineer Placement

Job Description

As part of the R&D software team you'll work on a range of software, from C code on micro-controllers to large scale object-orientated C++ on 64-bit desktop PCs. You'll gain experience in all phases of software development including requirements gathering, specification, design, prototyping, implementation and testing. You'll be involved in interfacing to hardware, diagnostic tools, network communications, real-time operating systems and UX interfaces.

Previous Student Projects

- Designing and implementing software for a production test rig. This included writing C code for an AVR microcontroller to control an LED array; monitoring light levels using SPI sensors; and providing a communications protocol allowing production test software to interface with hardware.
- Designing and implementing a high-speed camera image acquisition system. This included developing a custom high throughput file system; configuring a RAID disk array optimised for write performance; interfacing and designing input for custom capture hardware; implementing sorting algorithms for analysis; and creation of post-processing tools for image viewing and statistics generation.

Skills and Requirements

You'll have an interest in developing software for embedded systems, with an understanding of software that controls and interacts with hi-tech equipment.

The size of the projects you'll tackle will vary, so you'll need to be able to work both independently and as part of a team. You'll need to be able to plan your work, estimate time-scales and work to deadlines. You'll also need to manage multiple projects simultaneously.

You'll have a salary of £19,000 plus 25 days holiday

How to apply

Email your CV and a covering letter outlining why you're perfect for the job to hrukrecruitment@buhlersortex.com with “Software Engineer Student Placement” in the subject line.
The deadline for applications is Monday 21st November 2016.
Start date for placement is Monday 3rd July 2017