Bühler Sortex Software Engineer Placement (12 month)

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 optimized 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.

Role Requirement
You'll have an interest in developing software for embedded systems, with an understanding of software that controls and interacts with hi-tech equipment. You will also have the following:

- Experience in coding in C and C++.

- Ability to generate software design specification, test plans, develop code, test and debug.

- Design, develop, test and amend software to ensure that the design is functional, meets the agreed specifications and standards and is available for application at the appropriate time in the project development cycle.

- Maintain issued software, designing, developing and testing amendments to resolve problems and/or improve effectiveness as required.

- Ensure timely delivery of software in accordance with project time scales.

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.

What can I expect from my working environment?
This is an office based role using display screen equipment, with some work being required in laboratories. You will be working full time hours which can often be in a demanding environment. Working to tight deadlines either on a regular or ad hoc basis may be required.

What's in it for me?
At Buhler UK you'll be working with 60 professional engineers to design the next generation of optical sorting machines. The size of the projects will vary, for some projects you'll work independently and for others as part of a team.
Buhler values their people and we reward commitment with a competitive remuneration and flexible benefits package including:
- Competitive salary - £19,400 p.a.
- 25 days holiday
- Flexible working arrangements

How do you to apply?
Email your CV and a covering letter outlining why you've chosen this placement to hrukrecruitment@buhlersortex.com with "Software Student Placement" in the subject line.

The deadline for applications is 24th November 2017
Interview/Assessment Day is 11th December 2017

Role is based in London
Start date for placement is 2nd July 2018