**Software Engineer job description**

**Job brief**

software engineer job description with an introductory paragraph about your company and the working environment is the best way to set your company apart from other employers. Take two or three sentences to let candidates know what you bring to the table for new hires so you know you’re attracting the best of the best.

**Responsibilities**

* Responsible for planning, processing and performing all jobs in an efficient manner with no assistance from the supervisor Working closely with upper management.
* Design and develop programming systems making specific determinations about system performance.
* Responding promptly and professionally to bug reports.
* Review and repair legacy code.
* Expected to conduct system analysis and development, with limited support from professional staff, to keep our systems current with changing technologies.
* Analyze, design, coordinate and supervise the development of software systems to form a basis for the solution of information processing problems.
* Analyze system specifications and translate system requirements to task specifications for junior programmers.
* Responsible for analysis of current programs including performance, diagnosis and troubleshooting of problem programs, and designing solutions to problematic programming.
* Responsible for developing new programs and proofing the program to develop needed changes to assure production of a quality product.
* Responsible for development of new programs, analyzes current programs and processes, and making recommendations which yield a more cost effective product.
* Writes, edits, and debugs new computer programs for assigned projects, including necessary records and desired output.
* Tests new programs to ensure that logic and syntax are correct, and that program results are accurate; assists lower-level programmers with programming assignments.

**Requirements**

• Qt development experience, or equivalent

• Git experience, or equivalent

• Linux kernel and driver development experience

• OpenGL familiarity

• Windows, Linux, and mobile OS familiarity

• Web programming experience

• Computer vision theory and application

• Photogrammetry theory and application

• Controls theory and application

• Algorithm implementation and adaptation

• Familiarity with Unmanned Aerial Systems

• Autopilot development or tuning experience

• Gimbaled and/or mechanized camera systems experience

• Experience with remote controlled aircraft and helicopters

• Able to maintain a security clearance