



Z E N U I T Y

Embedded Software Engineer (Adaptive AUTOSAR Platform)

Architecture – Munich, Germany

Why Join

We work on interesting technical challenges using cutting edge technologies in a high performance, agile organization with an innovative environment & high level of autonomy, putting you in the driver's seat. We have a team-based structure with professional management & continuous development, where you will be exposed to many areas within Autonomous Driving, maximizing development opportunities.

What You Will Do

- Participate in AUTOSAR standardization activities
- Design, implement and integrate Adaptive AUTOSAR framework for virtual environments and target hardware
- Perform development testing in simulation and vehicle environments
- Transfer Adaptive Platform knowledge into feature development teams
- Transform and port features to new hardware platforms
- Analyse issues reported by stakeholders
- Participate in design and source code reviews
- Regularly demonstrate state of development
- Work in agile team according to SCRUM/Kanban framework
- Shape the future of Autonomous Driving technology

Necessary Skills

- Degree in Software Engineering, Electrical Engineering or similar
- 3 years of experience in embedded C or C++ development, preferably in automotive area
- Experience with AUTOSAR architectures
- Experience with embedded micro controllers and ECU base software
- Experience with Linux (Kernel-Configuration, Driver-Development)
- Experience with development tools like gcc, gdb, CMake, JTAG debugger (e.g. Lauterbach), Bash
- Experience with network protocols (Ethernet, SOME/IP, DoIP, Wireshark)
- Knowledge of open source toolchains
- Experience with Python, Git, Genivi, Docker, Yocto, Package Building and CanOE is a plus
- Fluency in English
- Knowledge of German or Swedish is a plus
- Experience with agile methodologies in a cross-functional team is a plus

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