



## Product Software Engineer (Boston)

Top Flight Technologies ([www.topflighttech.com](http://www.topflighttech.com)) – the first commercial UAV manufacturer to utilize a hybrid propulsion engine for extended flight and enhanced payloads is seeking a Product Software Engineer(s) to be part of its engineering team. We are looking for individuals that have core programming and problem-solving expertise, and that can work individually and on team project assignments. The work environment is centered on agile development, where designs are quickly tested, problems resolved, ideas improved, products built and tested. Candidates should have a passion for building innovative product solutions.

Yes, this is a well-funded startup; the work is demanding, but it is also really fun grasping new skills while working with other bright and energetic engineers and team members.

### ***Candidate responsibilities include:***

- Develop high-fidelity modeling and simulation (SWIL/HWIL) systems for manned/unmanned VTOL vehicle designs
- Develop web server-based software for remote UAV operations
- Development of production-quality software packages
- Develop firmware and autonomous mission control algorithms and software in C/C++ and Python
- Work with control and hardware engineers to develop robust flight control systems for small to large scale drone systems
- Develop self-diagnostic code strategies to enable in-flight safe recovery from fault states
- Develop and manage firmware and software revision control, continuous integration and deployment strategies
- Perform sensor integration with flight controls

### ***Must have requirements:***

- BS or higher in computer science or commensurate engineering field
- 4+ years of experience building and deploying successful commercial-quality software applications and systems
- 4+ years of hands-on experience in C/ C++, Java, as well as other high-level languages such as Python
- Strong working knowledge in web-development and cloud-based computing
- Experience with physics-based simulation frameworks and graphics engines
- Experience developing/integrating algorithms and sensors with the Robot Operating System (ROS)
- Experience with unmanned systems (Fixed wing & VTOL platforms), flight controllers, physics-modeling, power systems, sensors, navigation, communications, and RC based solutions all a plus
- Effective communication skills (both verbal and written); direct experience interacting with clients/strategic partners

### ***What's in it for you?***

- Work side by side with a world-class technology and business leadership team that is defining new markets in the growing domain space of unmanned systems and where the solutions are recognized as industry leading
- Tremendous growth opportunity; competitive compensation package including base salary, plus bonus, stock options and benefits

You must be authorized to work in the United States on a full-time basis for any employer.

**PLEASE COMPLETE THE PRODUCT SOFTWARE ENGINEER SURVEY** (next page) and send with resume to [jobs@topflighttech.com](mailto:jobs@topflighttech.com) for consideration.

No agencies please. No relocation.



Top Flight Technologies  
Product Software Engineer Job Application Survey

Name: \_\_\_\_\_

Email Address: \_\_\_\_\_

1. Please rate your abilities in the following areas:

	Excellent	Good	Fair	Poor	n/a
C/C++ coding ability					
Python coding ability					
Teamwork					
Experience in web-development and cloud-based computing					
Experience with physics-based simulation frameworks and graphics engines					
Experience building and deploying commercial-quality software applications					
Experience with ROS					
Writing and oral presentation skills					

2. Tell us about one of your most challenging but favorite projects and why?