

Calibre was established in 1988 and is respected World-wide for providing image scaling technology for use with large LED video walls primarily used for Concerts, Award Ceremonies, Rental/Staging and Advertising and for image scalers for professional projection applications. Calibre is a highly effective OEM partner to many well-known companies in specialist markets, providing customised image scaling and processing solutions.

As a market leader in innovation Calibre will continue to utilise its own in-house hardware and software design teams for all product development with technology centres in Bradford, UK and Hannover, Germany and its manufacturing facility in Bradford, UK. This enables Calibre to optimise product performance and retain an unusually high depth of technical knowledge of design and innovation.

The Parent Company is Coretronic Corporation with its Head office in Taiwan.

Senior Embedded Software Engineer - C++, Linux

We are looking for a highly skilled Senior Embedded Software Engineer with experience of working with embedded Linux systems to join a small but growing team of highly skilled and innovative engineers. We research, design and manufacture high end Pro-AV products and maintain a very high degree of control over both hardware and software, from the low level DSP algorithms through to the User Interface and control systems.

We present an opportunity for you to bring something new to the team whilst offering back the chance to expand your own skillset through close working with engineers who collectively have skills covering the whole software and hardware stack.

Position:

Senior Embedded Software Engineer: Pro-AV Platform Development Group

The successful candidate must have experience of developing products on an embedded Linux platform and ideally from a Video processing background.

Responsibilities:

- -This role primarily involves the architecting and development of embedded systems, software and drivers to configure and control video processing products.
- -Design, implement and test reusable and efficient software components for low resource embedded platforms.
- -Imaginatively tackle sometimes loosely defined problems.



- -Work as part of team to evaluate and implement new features and system requirements.
- -Support HW team with verification tasks.
- -Assisting R&D Leader with project reporting, tracking and team management.

Required Experience and Qualifications:

- -Degree in Computer Science, Software Engineering or related field.
- -Software Engineering experience.
- -Experience of system planning and architecting.
- -Excellent OOP skills for planning and implemention.
- -Excellent coding skills in C++, C.
- -Scripting experience especially Bash-script and Python.
- -Experience of working on Linux in an embedded system with recent knowledge of Yocto Project plus uBoot on ARM (preferably i.MX6) a big advantage.
- -Hardware level debug skills and an ability to read schematics.
- -Low-level device drivers experience for interfacing with hardware I/O and processing chips over PCIe, I2C and SPI.
- -Knowledge and understanding of raw video timing standards.
- -We need a good Team player with the ability to work within a multi-cultural, inter-disciplinary team.

Desirable Requirements:

- -Experience with various UI frameworks and technologies for embedded and mobile platforms such as Qt, HTML5 and JavaScript.
- -Web server configuration, ideally LightTPD.
- -Can use control interfaces to manage and configure remote units (TCP/IP, RS232).
- -FPGA + HDL skills.