enatel

Enatel

Position Description

Position: Embedded Software Engineer

- Department: Engineering
- Reports to: Software Team Leader

Direct Reports: None

Scope of Role:

To design and develop new products and support existing products. To plan, develop and test the products to verify they conform to specification.

Key Responsibilities:

- Software Design to develop and maintain firmware
 - Product functionality
 - Development time
 - Product reliability
 - Ease of use of the product by the customer
 - Future product maintenance.
- Develop software utilising internal tools and methodologies
- Ability to conform to existing software development processes, tools, and standards (including code, build process, environment, and configuration management standards) while continuously improving on them
- Ensure the solution and code is an accurate implementation of the design, and adheres to coding standards
- Continually improve and review quality control processes, including coding standards, peer review process, unit testing and continuous integration processes and platforms
- Product Maintenance to modify, enhance and maintain existing Enatel product designs as required
- Write clean and well documented code for a range of projects
- Escalate issues and risks in a timely manner
- Work to plan and commit to schedule
- The Senior Embedded Software Engineer is a member of the Research and Development Team. As a member of this team, you are expected to take an interest and give significant input and advice into projects being worked on by other members of the team.

General:

- Upholds the company values
- Perform any other tasks as required by your Manager and/or the business



• Contributes to the achievements of department goals and objectives.

Health & Safety:

- Ensuring all Health & Safety policies and rules are followed, with all tasks completed in a safety conscious manner
- Adhere to all health and safety policies whether at our Christchurch premises or elsewhere

Environmental:

Enatel is committed to minimising the environmental impact of our operations and products

• Ensuring Environmental policies and processes are followed

Key Relationships:

Internal	External	
 Sales/ Marketing team 	Third party manufacturers &	
Software team and wider	other suppliers	
Engineering team	Contractors	

Person Specification:

Attribute	Essential	Desirable
Skills & Competencies	 The ability to learn quickly in a new environment. Have an appropriate and effective set of core values and beliefs and acts in line with those values. Integrity and Trust. Enjoys working hard and is action orientated and full of energy for the things he/she sees as challenging. Good at figuring out the processes necessary to get things done. Conflict management. Creativity – comes up with new and unique ideas. Learning agility – learns quickly when facing new problems. Open to change. 	

enatel

		<u> </u>
	 Good problem-solving skills. Process management, Has the functional and technical knowledge and skills to do the job at a high level of accomplishment. Personal organization and self-discipline to prioritise and manage time effectively. 	
Traits	 Humility. Strong display of integrity. Trustworthy. Passionate about what you do Self-motivated. 	
Experience & Knowledge	 3-5 + years embedded software development experience C++ development & ability to write modular reusable code Scripting language – at least one Real time OS A passion for producing stable, clean, maintainable code Proficient understanding of source control software (eg Git, feature branching and rebasing) and Jira Familiarity with any Agile development methods Familiarity with build tools and DevOps best practices Familiarity with testing automation tools. Ability to design and apply the continuous integration capability in a complex enterprise environment 	Knowledge of electronics manufacturing

enatel

	 Knowledge of software development life cycles and working in a team environment on new product development projects 	
Qualification / Licenses	 Applicable tertiary qualification. 	