

Job Description - Embedded Linux Software Engineer

MuxLab Inc (Montreal, Canada), leading designer and manufacturer of connectivity solutions for the CCTV, Audio-Video and Structured Cabling market, is actively seeking a candidate for the position of Embedded Linux Software Engineer.

With at least 5 years of experience in Firmware/Software programming in embedded Linux target, the candidate shall have a very good understanding of ARM processor architecture and experience in product development with SOC. Development experience with video streaming and GStreamer/OpenMax framework will be suitable.

The candidate will be responsible for development, deployment and integration of streaming audio and video components.

Responsibilities

- Design, code and integrate software for an embedded Linux target (applications, drivers, TI framework)
- Customization, deployment and maintenance of Linux distribution on different hardware platforms
- Interact with Linux kernel, TI framework, and integrate new device drivers
- Improve and maintain existing software components
- Perform test unit, verification and validation of the product developed.
- Assist with the hardware design surrounding the processor
- Document the projects according to Muxlab's standards (protocols, architecture, technical specifications, ...)
- Participate in the editing of the user's guide.
- Coordinate the transfer to production.

Required Skills and Experience

- Bachelor's degree in electrical engineering or computer science
- 5 years of experience of embedded Linux programming
- Expert in C programming with RTOS
- Very strong knowledge of Linux, ARM processor architecture with SOC
- Knowledge of deployment Multimedia frameworks for embedded Linux distributions (ex. Gstreamer, OpenMax)
- Knowledge of Linux kernel and device-driver development
- Knowledge of TCP/IP, Network programming and Video over IP
- Knowledge in audio and video coding standards like H.264/MPEG4
- Ability to write effective and reusable code according to best practices
- Must be a dynamic, autonomous, and team-oriented individual.
- Knowledge of hardware and low-level development is an asset
- Knowledge of Web technologies such as, Perl CGI, HTML is an asset