



## **Embedded Software Engineer – Video Processing**

SightLine Applications is seeking a talented engineer to join its R&D team located at either our Hood River office or our close-in SW Portland office.

### **Role**

Develop software for SightLine's on-board embedded video processing systems used in the airborne security and surveillance markets. You will have the opportunity for rapid skill development, working directly with customers and an experienced team to deliver cutting edge video processing algorithms on high performance Linux multi core ARM / DSP processors.

### **Desired Skills**

- Embedded Linux development
- Video and image processing algorithm design in C/C++
- Software optimization on TI DSPs, Qualcomm Snapdragon or Nvidia TK/TX.
- Working knowledge of digital video/audio streaming/recording standards (e.g. H.264)
- User interface development with QT
- Video acquisition (hardware and software)
- Command and control (serial, Ethernet)

### **Requirements**

- Bachelor's degree in a related technical field
- 2-7 years C/C++ software development industry experience
- Software unit test and use of version control
- Strong interpersonal and customer interaction skills
- US citizen or green card holder

### **Company**

SightLine Applications is a small and fast-moving company developing on board video processing systems for the unmanned vehicle industry (UAV, UAS, Drone, Robot). You will have the opportunity for rapid skill development, working directly with customers and an experienced team to deliver cutting edge video processing algorithms on the latest Texas Instruments high performance dual core Linux ARM / DSP processors.

Minimal travel. Compensation includes salary, paid holidays, PTO, health plan, IRA, and stock option plan.

Salary Range: \$75,000 to \$95,000 per year, depending on experience

Please contact: [hr@sightlineapplications.com](mailto:hr@sightlineapplications.com).

Visit our web site at [www.sightlineapplications.com](http://www.sightlineapplications.com)

No recruiters, please.