

actronika

Created in 2015, Actronika is a French company whose innovations in haptic technology allow us to position ourselves among the global leaders in the field. Our proprietary haptic platform allows our clients to integrate vibrotactile perceptual feedback in their devices (car consoles, gaming controllers, VR vests...), thus enriching their final product.

Actronika is looking for an Embedded Systems Engineer to contribute to the development of our evolving haptic platform and simplify haptics for our clients.

You will be part of a dynamic and enthusiastic team, developing innovative solutions for global markets. You will be heavily involved in the conception, development and deployment of our products.

Role and mission :

- Development of our library of haptic signal generation
- Optimization of the code to better respect material constraints
- Implementation of theoretical algorithms
- Integration of our software stack into prototype development

Profile :

Coming from a computer engineering background (Masters degree), you must:

- Have a strong understanding of C/C++ and microcontroller programming
- Have an understanding of debugging tools and methods
- Be capable of handling several problems at the same time when needed
- Have a good general knowledge of computing culture
- Always want the best for a project, but understand how to be practical
- Understand the interest of having a robust, portable, optimized and tested software
- You are comfortable with git
- You aren't scared of creating tools and scripts...
- You are autonomous

It's a good sign if you :

- Have at least one experience in the field of haptics
- Know one or two things about electronics

Write to us at

opportunities@actronika.com