



LOCATION

Eindhoven, The Netherlands

POSITION

Embedded Software Engineer

JOB CATEGORY

Full-time

DEGREE

Master with 3-5+ years of experience

Do you want to help reinvent how the world connects?

We're building next-gen **Free-Space Optics (FSO)** systems that deliver fiber-like speed through the air—secure, ultra-fast, and built for real-world conditions.

How do we do that?

Imagine aiming a laser over **5 kilometers** into a fiber core **ten times thinner than a human hair**—and streaming a **Gigabit to Terabit** connection through it. If this excites you, and you love tackling tough problems in optics, hardware, and high-performance systems while making a real impact in a small, growing team, you'll feel right at home here.

Who are we?

Aircision is a startup based in Eindhoven, the Netherlands. We develop next-generation FSO systems for undetectable defense and ultra-high-speed telecom applications.

The vacancy: Embedded Software Engineer

In this role, you'll design, develop, test, and optimize software that powers our FSO technology. You'll work hands-on with real-time embedded systems, signal processing, device drivers, and FPGA integration, bringing cutting-edge algorithms to life in our communication products. You'll collaborate closely with our optics, atmospheric, and control engineering teams to deliver high-performance, reliable solutions.

If you enjoy solving tough embedded software challenges, coding in C/C++ and Python (with some FPGA work), and working in a small team where your contributions truly make a difference, you'll feel right at home at Aircision.

If this sounds like you, we'd love to hear from you!

Please note: You **MUST** have EU or NATO-member country citizenship.

Please forward your CV and covering letter to:	career@aircision.com 
<p>We are an equal opportunities employer. Our policy applies to recruitment, pay and conditions, appraisals, conduct at work, promotion and benefits. Aircision do not accept unsolicited CVs from recruitment agencies.</p>	 www.aircision.com