Senior Embedded Software Engineer

募集職種

採用企業名
ユニティ・テクノロジーズ・ジャパン株式会社

支社・支店
Unity Technologies Japan

求人ID
1546592

業種
ソフトウエア

雇用形態
正社員

勤務地
東京都 23区

給与
経験考慮の上、応相談

更新日
2025年09月03日 02:00

応募必要条件

職務経験
6年以上

キャリアレベル
中途経験者レベル

英語レベル
日常会話レベル

日本語レベル
ビジネス会話レベル

最終学歴
大学卒：学士号

現在のビザ
日本での就労許可が必要です

募集要項

Advances in embedded hardware and operating systems bring real-time 3D to pixels on every screen. Users will expect stunning interactive experiences everywhere: from in-car infotainment systems and digital cockpits to touch-screen kiosks in showrooms and at sporting events. Unity is at the forefront with our scalable, performant runtime engine and Unity Editor workflow.

We are looking for a senior software engineer to join our growing team. The team builds and maintains our platform support for Embedded Linux (e.g. Yocto), QNX and Android solutions. As experiences evolve to include multiple screens, layering of 3D content with other applications and rich multi-touch input, our platform grows to match expectations.

Unity is committed to solving the hardest technical challenges, and this role plays a key part in delivering industry solutions for our customers.

You will work with teams across Unity, including industry teams who work directly with customers and R&D teams responsible for cross-platform support, systems architecture, libraries, as well as runtime optimization. Complementary to the

engine platform work you will help Unity provide Embedded Support for our premium customers, e.g. in the automotive industry.

スキル・資格

What you'll be doing

- Extend Unity platform capabilities to include targeted hardware and operating systems used within industry verticals
- Develop integrations with applications, development frameworks and libraries to support industry verticals
- Work directly with our customers on investigating and fixing bugs as well as evaluating performance bottlenecks to ensure they are set up for success
- Focus in on key performance areas, such as improving build time, load time and iteration time across platforms
- Collaborate with other team members to ensure high quality code through code reviews and writing automated tests

What we're looking for

- Proven ability to design, implement and debug scalable feature sets in a large multithreaded C/C++/C# codebase on Linux
- Familiarity with rendering stacks such as OpenGL or Vulkan
- Proficiency with platform profiling tools (CPU/GPU/IO)
- Familiarity with Real Time 3D, UI systems and services
- Experience working in direct contact with customers (business proficiency in Japanese and English required)

You might also have

- Previous experience with embedded engineering (e.g. creating HMIs and Instrument clusters)
- Experience with Operating Systems used in Automotive such as AGL and Yocto Linux or AOSP/AAOS and familiarity with the Android lifecycle
- Knowledge of e-Linux and RTOS systems (e.g. QNX, Integrity) as well as Automotive SoCs, such as Qualcomm SA8155, NXP i.MX8 or Nvidia Jetson

Additional information

- Relocation support is not available for this position.
- International relocation support is not available for this position.
- Work visa/immigration sponsorship is not available for this position.

会社説明