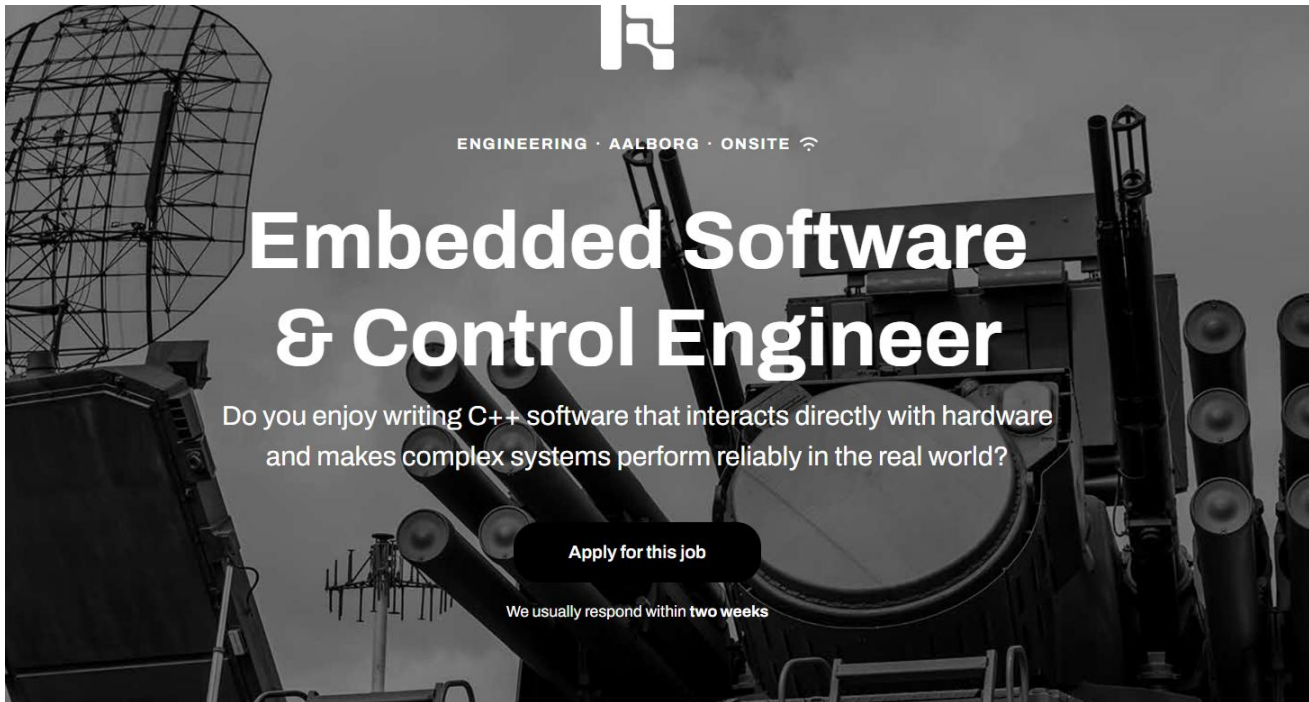




Job description

Do you enjoy writing C++ software that interacts directly with hardware and makes complex systems perform reliably in the real world?

At Robotto, we build advanced autonomy and software solutions for drones and unmanned systems. Our work brings together computer vision, embedded software, control, electronics and real-world product development. We are looking for an Embedded Software Engineer with strong C++ experience to develop software close to the hardware layer of our drone platform. Experience with motor control and Field-Oriented Control (FOC) is highly preferred. This is a hands-on role for someone who enjoys working at the intersection of software, electronics and control systems, where performance, reliability and real-world behaviour matter.

The role

You will work on embedded software that supports the control and operation of Robotto's drone and unmanned systems. Your work will involve developing reliable C++ software that interfaces with hardware, sensors, motors and other system components. You will work closely with colleagues across control, electronics, computer vision and flight testing to take software from development through integration and into real-world operation. For candidates with motor-control experience, you will also have the opportunity to contribute to the development and improvement of our motor-control capabilities, including Field-Oriented Control (FOC).

What you will do

- Develop and maintain embedded software in C++ for drones and unmanned systems.
- Build software that interfaces with motors, sensors, actuators and other hardware components.
- Work with real-time and performance-sensitive software.
- Contribute to motor-control software, including Field-Oriented Control (FOC), where relevant to your experience.
- Develop and integrate communication between embedded components and wider product systems.

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- Debug complex software and hardware interactions and identify root causes of issues.
- Collaborate closely with control, electronics, flight-test and software engineers.
- Contribute to software architecture, testing, documentation, code quality and technical decisions.
- Support integration and testing on real hardware and drone platforms.

What success could look like in your first 3–6 months

- You have developed a strong understanding of Robotto's embedded architecture, hardware and control systems.
- You are contributing production-quality C++ code to our embedded platform.
- You are successfully integrating and debugging software on real hardware.
- You are contributing to improved reliability and performance across our embedded systems.
- If you have motor-control experience, you are actively contributing to our FOC and motor-control development.
- You have become a trusted technical partner for colleagues across software, control, electronics and flight testing.

What we are looking for

We are looking for an engineer who is comfortable working close to hardware and enjoys solving complex technical problems where software and physical systems meet.

- At least 3 years of professional software engineering experience, ideally within embedded or real-time systems.
- Experience with motor control, particularly Field-Oriented Control (FOC), is highly preferred. Experience with BLDC/PMSM motors, control loops, PWM, encoders or related motor-control technologies would also be highly relevant.
- Strong C++ programming skills.
- Hands-on experience developing software that interfaces with hardware.
- Experience with embedded systems, real-time systems, microcontrollers or similar low-level environments.
- Good understanding of debugging, testing, software architecture and version control.
- Experience with communication protocols such as CAN, UART, SPI, I²C or similar is an advantage.
- Experience with robotics, drones, autonomous systems or other complex electromechanical products is an advantage.
- Professional fluency in English.
- A degree in computer science, software engineering, electrical engineering, robotics, mechatronics or a related field is preferred; equivalent practical experience is equally welcome.

Who you are

You are practical, curious and comfortable getting close to both the software and the hardware when solving a problem.

- You take ownership of your work and care about software quality and reliability.
- You enjoy understanding how systems behave beyond the code itself.
- You approach debugging methodically and are comfortable solving difficult software/hardware problems.
- You collaborate well across software, electronics and control disciplines.
- You are comfortable working in a fast-moving environment with evolving priorities.

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- You communicate technical trade-offs, progress and risks clearly and pragmatically.

Minds and makers forging ahead together.

At Robotto, we value people who do. People who take ownership, are willing to try new things just to see if they work and are comfortable asking for forgiveness rather than permission. We want people who are curious, proactive and excited about turning ideas into something real.

Our hiring process

Our process is designed to be straightforward, practical and conversational:

1. Introductory conversation with our Talent Acquisition & Recruitment Partner
A chance to learn more about Robotto, the role and what you are looking for, while giving us an opportunity to understand your background and motivation.
2. Meeting with the Hiring Manager / Principal Engineer
A deeper conversation about your technical background, C++ and embedded experience, motor-control experience where relevant, and your approach to solving engineering problems.
3. In-depth Technical Evaluation & Meeting with our COO
A hands-on technical session where you will receive a short assignment to prepare in advance and then work through it together with members of our technical team, similar to a pair-programming exercise. The focus is on understanding your technical approach, problem-solving and how you collaborate. Following the technical evaluation, you will meet with our COO for a conversation about the role, Robotto and mutual fit.
4. Offer - If there is a strong mutual fit, we will move forward with an offer.

Why join Robotto?

Robotto is building advanced autonomy technology for drones and unmanned systems, working at the intersection of software, hardware, computer vision, control and real-world operations. You will join a highly technical and ambitious team at an exciting point in the company's journey. As we continue to scale our engineering team and work on challenging new projects, you will have the opportunity to influence how our embedded and control software develops. This is a role where your software will not remain behind a screen. You will see it integrated with real hardware, tested on real systems and used in demanding real-world environments. You will work closely with talented engineers, take meaningful technical ownership and help shape the next generation of Robotto's technology.

Equal Employment Opportunity

Robotto is committed to providing equal employment opportunities and fostering an inclusive workplace. We recruit based on skills, experience and potential. Please note that certain positions may require specific nationality or eligibility for security clearance in accordance with applicable laws and the nature of our work.

Job location

Niels Jernes Vej 10
9220 Aalborg Øst , North Jutland - Denmark

How to apply: <https://careers.robotto.ai/jobs/8273412-embedded-software-control-engineer>

Deadline for applications: 13/11/2026

When sending the application please include eures.nordicos@sepe.es in copy.

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