

Hardware engineers (M/F)

Interested in Computer Games, Race Cars and Satellite Navigation?



Our product

'Imagine you are a race game fan; it is 13:55 hours on Sunday afternoon and the F1 grand-prix at the Nürburgring is about to start. You turn on your PlayStation, Xbox or PC and log on to the F1 computer game, and you can play in real-time directly against the professional F1 drivers! Wouldn't that be the ultimate kick?!' Well this is what we do!

Our organisation

iOpener Media GmbH is active in the computer games and race industries. iOpener started in by joining the European Space Agency (ESA) incubation initiative. After a successful Proof of Concept period, iOpener received substantial funding by a German Venture capitalist.

Nowadays iOpener has offices in Aachen (Germany) and Delft (the Netherlands). The iOpener team consists of international professionals with extensive knowledge in the telecom, media, race and games industries.

General information

More info:

www.iopenermedia.com

www.real-timegames.com

Interested?

To apply for this position please email a copy of your resume and cover letter to: mt@iopenermedia.com,
Or call +49 (0)241 6085990
And ask for Sven Bakkes or Andy Lüring

Job description

iOpener has several openings for Hardware engineers for its offices in Aachen (Germany) and in Delft (the Netherlands).

The software developers will be primarily working on the following activities:

- Experienced in electronics and embedded systems
- Research and writing research reports

Qualifications & requirements

Candidates must be enthusiastic engineers and graduate students with an affinity for gaming and racing. Furthermore the following capabilities are a must:

- Experience in electronics and one or more of the following areas:
 - (D)GPS Technology
 - Radio Communication and networking
 - Car Telemetry and Data Acquisition systems (CAN-bus)
 - Hardware and communication protocols like RS232
 - Hardware design experience in the analog and digital domain
 - Programming of embedded computers (C / C++ / Assembly)
 - Development- and test tools like Labview
- Good written and spoken English skills
- Pro-active and flexible attitude



your imagination controls the game called reality