



Humanoid Robotics – Senior Software Developer

Reports to: Head of Animatronics

Location: Miramar, Wellington

The purpose of the role of develop the core software systems that control our world-leading humanoid and creature robots, working closely with a passionate team of mechanical, software, and electrical engineers.

Key Accountabilities & Outcomes

- Develop, implement, and refine robust core software systems that control our humanoid and creature robots.
- Integrate core software systems with animation and interactive systems
- Ensure software is well constructed, thoroughly tested, and capable of meeting both internal and external requirements.
- Create and maintain technical documentation for internal and external use.
- Contribute to continuous improvement efforts, including tools to speed up development and debugging, and enhancements to existing processes.
- Respond swiftly to feature requests and complex issues, providing effective solutions while maintaining well-structured and documented code.
- Maintain an intellectually curious approach, quickly mastering new technologies and concepts.
- Collaborate openly with the team, bringing a positive attitude and a focus on helping others
- Champions excellent health, safety and wellbeing practices.

Experience & Qualifications

ESSENTIAL

- Proficiency in Rust, Python, C/C++ and Linux CLI.
- Experience with Git and CI/CD for code quality and release management.
- Comfortable working across high level and low level/embedded environments
- Familiarity with communication protocols such as Can/CanFD, RS485 and EtherCAT.
- Ability to work in a fast-paced environment

DESIRABLE

- Familiarity with control systems and Linux
- Experience in AI, machine learning, and behavioral agents.
- Knowledge of a range of Front End systems

Key Working Relationships

INTERNAL

- Animatronics Team
- Head of Animatronics
- Project Supervisors
- Other Workshop HODs and Teams

Change to Job Description

JD Completed on: September 2024 Review Date: September 2025