

Systems and Control Engineer full-time

Verity Studios delivers ground-breaking drone shows systems that are purpose-built for the live entertainment and events industry. The unique performance capabilities of show drones provide a stunning complement to the traditional palette of light, sound, stage effects, and human performance. We are excited about using technology to transform live entertainment and other industries, and we are growing our team.

To complement its growing team, Verity Studios is looking for a talented systems and control engineer capable of developing state-of-the-art estimation and control algorithms for Verity's flying machines. Successful candidates will have a proven track record in topics such as classical and modern control, Kalman Filtering, and sensor fusion. Experience in machine learning is a plus.

Your tasks

- Develop, implement, and maintain control and estimation algorithms for our autonomous flying machines
- Rigorous theoretical and experimental evaluation of algorithm performance
- Benchmarking of next-generation component performance and its impact on overall system performance, particularly sensors and actuators
- Conception and evaluation of novel sensing methods through simulation and experiment

Prerequisites

- Strong background in control and estimation
- Experience in real-world application of control and estimation algorithms
- Knowledge of C++ and embedded system programming
- University degree in a relevant field

Benefits

- Build something that will be seen by millions
- Deliver ground-breaking technology to some of the world's most prominent stage productions
- Work in an interdisciplinary, international team of highly skilled people

How to apply

As part of your application package please include:

- Resume/CV
- Portfolio of relevant projects or degrees
- Transcripts of relevant degrees
- Preferably 2 reference letters, or the contact details of 2 references



TED 2016



Apologue 2047



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