Shield AI

Software Engineer, C++ (R2341)

San Diego Metro Area / Washington DC Metro Area

Technology Division – Hivemind - Edge / Full Time Employee / On-Site

Introduction to Shield AI

Founded in 2015, Shield AI is a venture-backed defense technology company whose mission is to protect service members and civilians with intelligent systems. In pursuit of this mission, Shield AI is building the world's best AI pilot. Its AI pilot, Hivemind, has flown a fighter jet (F-16), a vertical takeoff and landing drone (V-BAT), and a quadcopter (Nova). The company has offices in San Diego, Dallas, Washington DC and abroad. Shield AI's products and people are currently in the field actively supporting operations with the U.S. Department of Defense and U.S. allies.

Come work with Shield AI's EdgeOS Core team as a C++ Software Engineer! We are a central group in Hivemind Foundations developing Shield AI's critical robotics framework and its ecosystem. Hivemind Foundations integrates with all the domains in our business (ME, EE, SWE, DevOps, SysOps, Embedded, Cloud, etc.) and gets to work on some very exciting projects. You will be a part of cross-functional teams that solve problems with some of the best and kindest in the business, and you will be contributing to a safer future for soldiers and civilians while learning more about cutting-edge autonomy.

What you'll do:

- Contribute to EdgeOS, a high-performance plugin-based C++ SDK for robotics

- Contribute to EOSLang, a DSL and code generation tool for data types and network communications

- Create developer-focused tools in the EdgeOS ecosystem

- Investigate and implement best practices for high-reliability systems

- Work with autonomy and simulation teams and improve EdgeOS based on their needs

Required qualifications:

- 5+ years of experience in C++11 or later

- Strong foundation of C++ API design

- Experience with multithreaded programming

- Experience writing (soft/hard) real-time systems

- Experience shipping and supporting a software product

- Demonstrated record of working hard, being a kind and trustworthy teammate, and holding yourself and others to high standards

- Bachelor of Science

Preferred qualifications:

- Computer Science degree

- Robotics, game engine, and/or GPU experience

- Familiarity with C++17

- Familiarity with Conan/CMake

- Python experience

$159,351 - $216,469 a year

#LE

Total compensation: Salary within range listed above + Bonus + Benefits + Equity (if applicable)

*Interns/Military Fellows not eligible for bonus, benefits or equity

Actual compensation is influenced by a wide array of factors including but not limited to skill set, level of experience, licenses and certifications, and specific work location. All offers are contingent on a cleared background check.

If you're interested in being part of our team, apply now!

Shield AI is proud to be an equal opportunity workplace and is an affirmative action employer. We are committed to equal employment opportunity regardless of race, color, ancestry, religion, sex, national origin, sexual orientation, age, marital status, disability, gender identity or Veteran status. If you have a disability or special need that requires accommodation, please let us know.

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