



FLARM is a widely used collision avoidance and electronic conspicuity system for General Aviation, drones, and paragliders. Since 2004, it has been installed in over 85,000 manned aircraft and countless drones. As the only widely adopted alternative to the costly TCAS system, FLARM is integrated or distributed by multiple manufacturers and available worldwide as end-user devices, OEM modules, and licenses.

Are you excited to take on meaningful engineering challenges in aviation? Join us as a

Software Engineer (Embedded Focus)

and contribute to the software development and design of our collision avoidance systems. You will work on technically challenging projects with real-world impact.

As part of our small and highly efficient team, you will have the opportunity to take responsibility, contribute your ideas, and take on increasing responsibility over time - for example, by improving our CI pipeline, managing projects, or taking technical ownership of a product. Our culture is built on efficiency, initiative, and contributions beyond assigned tasks, with a strong emphasis on creative problem-solving and technical innovation.

We work with a broad set of technologies: C for embedded systems; Go and Python for tools; Flutter and Dart for mobile apps; and React with JavaScript for web applications.

As a Software Engineer, you will take part in the evaluation, planning, and development of new features and concepts across all platforms.



Responsibilities

- Design, implement, and maintain software for embedded, mobile, and web platforms
- Improve and extend FLARM's core collision avoidance systems
- Contribute to new products and features for both manned aviation and drones
- Support customers and OEM partners with technical questions and integration issues

Requirements

- Proven experience in software development, ideally across multiple platforms
- Genuine enthusiasm for building reliable, high-quality software
- Strong problem-solving skills and a self-driven working style
- Bachelor's or master's degree in computer science, electrical engineering, or related field
- Interest in aviation and airborne systems
- Excellent written and spoken English
- Swiss, EU or EFTA citizenship, or a valid Swiss work permit

Nice to Have

- Experience or strong interest in aviation systems
- Proficiency in: C (embedded), Go, Python, JavaScript
- Experience using LLMs for code generation, testing, or documentation

What You Will Get

We offer a competitive salary, along with flexible working conditions in a modern, well-equipped office in Zug. Our development infrastructure is state of the art: we use GitLab for version control, code reviews, issue tracking, and CI/CD with automated testing. You'll work with high-end PCs and large screens in an efficient, developer-friendly environment.

We look forward to hearing from you. Please send your application to Thomas Kaufmann (thomas.kaufmann@flarm.com) and let us know what excites you most about this opportunity.