Software Engineer

Moog Music is the leading manufacturer of analog synthesizers in the world. Our Employee-owned company and its customers carry on the legacy of our founder, electronic musical instrument pioneer, Dr. Bob Moog.

Moog employs a group of wonderfully diverse individuals who share a passion for discovering elegant solutions that empower creative self-expression and joyous experimentation. We are seeking inspired individuals to join our team as we synthesize new experiences to enrich the creative community.

ABOUT THE POSITION

Moog Music's engineering department is looking for an experienced Software Engineer to help with the company's ever-increasing product development requirements. Skills in UI/UX, iOS and macOS, DSP, and embedded development in C/C++ or XMOS are desirable with experience ranging from product conception through production release and support. Familiarity with music standards and interface protocols is a must.

The ability to clearly communicate concerns and ideas, while working together to find creative solutions, will be key requirements for this position. This individual must be self-motivated, diligent with time management, and able to work well with teams. The role will work closely with the engineering and marketing departments.

- Position Title: Software Engineer
- Position Type: Full-Time
- Start Date: Immediately
- Location: Asheville, North Carolina
- Compensation: dependent upon experience

JOB RESPONSIBILITIES

- Design and develop high-quality reusable software to meet demanding project schedules
- Manage software life-cycles, testing, and reliability processes
- Work successfully with cross-functional teams including product management, hardware design, and test
- Translate product specifications into detailed engineering requirements
- Manage documentation related to designs and applicable industry standards
- Conduct research on and stay abreast of new technologies

QUALIFICATIONS

- B.S. or M.S. degree in Electrical Engineering, Computer Engineering, Software Engineering, or related field
- 5 or more years of industry experience preferred (ideally with some background in the music industry)
- Proficiency in C++, C, Objective-C, Assembler, JUCE or other inter-platform development systems
- Experience in MacOS, iOS, Windows, Linux and embedded environments
- Strong understanding of concepts related to embedded systems, data structures and programming practices
- Experience with embedded processor, MCU, and DSP architecture specification and development
- Familiarity with music synthesis including analog synthesis techniques, digital simulation, DSP technologies, and communication protocols such as USB and MIDI
- Music or musical instrument knowledge in order to be able to evaluate the required focus for the development of products
- Background in development tools including document management, source-control, bug tracking, and testing / QC implementation
- Comfortable with sharing project ownership and able to continuously collaborate in order to build the best possible products together as a company
- Design for testability and continuous integration
- Demonstrated ability to:
  - Work effectively in a dynamic group environment
  - Problem-solve effectively
  - Take initiative in addressing problems, be self-motivated, and work independently
  - Persistently drive tasks and projects to successful completion
  - Take ownership of goals and schedules; manages time well
  - Enjoy problem solving; thoroughly diagnose technical issues and propose viable solutions
  - Listen attentively and be able to grasp fast-paced technical conversations

** This job description is not designed to cover or contain a comprehensive listing of activities, duties or responsibilities that are required of the employee. Duties, responsibilities and activities may change, or new ones may be assigned at any time with or without notice.

For questions and to apply:

Send your resume, portfolio, & cover letter to **careers@moogmusic.com**