iButtonlink is looking for student workers to help develop firmware and desktop software for interfacing with sensors and in-house devices. Student workers will be involved with designing, implementing, and testing the products.

Desktop software description:

- Write desktop software to interface with in-house hardware, over USB and Bluetooth

- Create open and closed source cross-platform desktop software

Embedded software description:

- Write firmware for 32-bit microcontrollers with limited storage and RAM

- Work with interfaces including, but not limited to, Bluetooth, USB, I2C, SPI, UART

Requirements:

- Experience in C++ or C

- Completion of Data Structures class, or currently enrolled and with professor's recommendation

- Ability to work at least 10-15 hours a week (student workers will be paid hourly)

This is a paid position. Student workers can either work remotely, or in our office in the Whitewater University Technology Park.

If interested, please email your résumé to jkomlodi@ibuttonlink.com.

Please also include either code samples (school projects are fine) and a description of what the code does, or a link to a public repository showcasing your work (Github, Bitbucket, etc.).