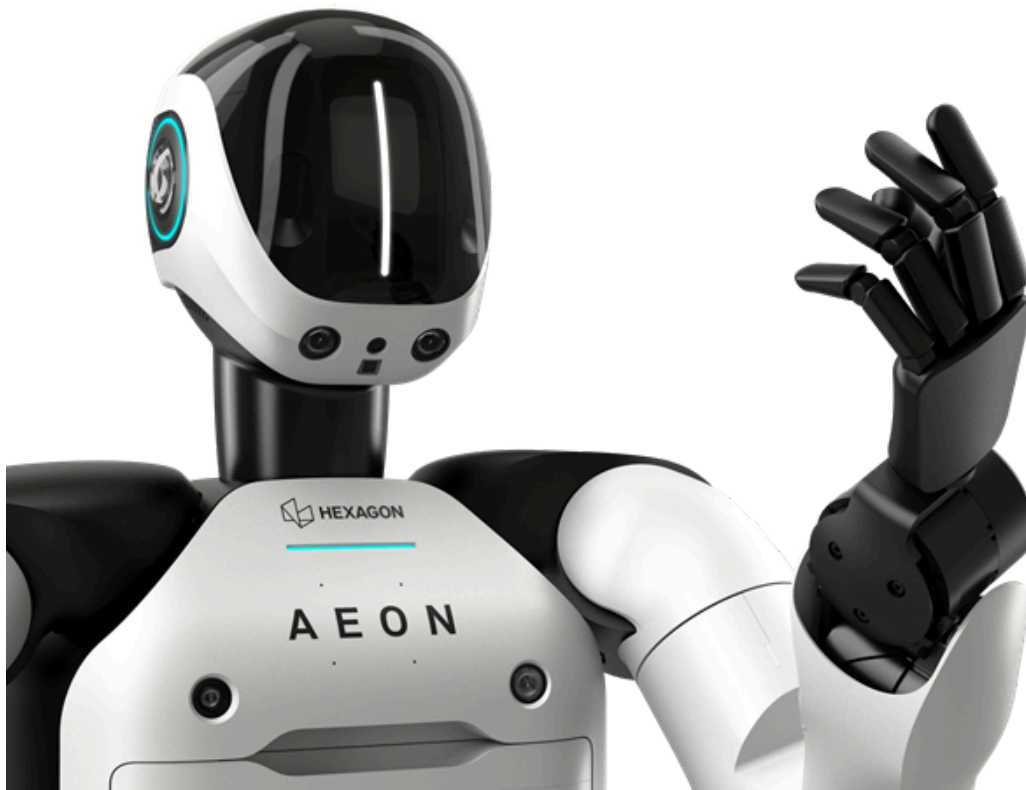




Staff Software Engineer - Simulation Tooling

100% Zürich

Hexagon Robotics is a division of Hexagon – a global leader in precision measurement. Established in 2025, Hexagon Robotics develops humanoid robots for industrial sectors to address labor shortages and enable the transition from automation to autonomy. The first humanoid product, AEON, was launched in June 2025 and combines agility, awareness, spatial intelligence and versatility to provide a market-leading solution for automotive, transportation, aerospace, manufacturing, and logistics customers.

We are looking for a Staff Software Engineer - Simulation Tooling to drive the architecture and evolution of the simulation environment used by our robotics and product development teams. You will set technical direction, partner with domain experts, and help teams develop, test, and validate AEON faster.

Your Mission

- Steer the architecture and technical roadmap of our simulation platform in Python on Linux, built on Nvidia Omniverse / Isaac Sim
- Partner with robotics domain experts (control, perception, manipulation, mission) to turn their needs into a scalable simulation strategy

Your Skillset

- BSc/MSc/PhD in Computer Science, Robotics, or a related field with a background in numerical computation or simulation
- 8+ years of professional Python experience in a technically complex Linux environment, including ownership of production systems

- Lead the design and implementation of simulation tooling and workflows, setting standards others build on
- Drive system integrations across multiple technology stacks to improve simulation fidelity, performance, and usability
- Be the go-to expert for cross-system issues spanning simulation, CI/CD, and robotics subsystems
- Set the bar for reliable software through code reviews, CI/CD, automated testing, and observability, with a deliberate technical debt strategy
- Mentor engineers and grow simulation know-how across teams
- Drive the technical relationship with third-party vendors (e.g. Nvidia)
- Thrive in a startup-like environment within a global company, with flat hierarchies and high personal impact
- Proven track record designing and evolving large software systems end to end
- Deep experience packaging, distributing, and deploying Python at scale
- Strong experience with simulation or game engines (preferably Nvidia Omniverse / Isaac Sim; alternatively Unreal, Unity, or Gazebo)
- Hands-on expertise with 3D asset pipelines: OpenUSD, URDF, and mesh file manipulation
- Expert software quality practices: test strategies, CI/CD, debugging, and operational readiness
- Experience mentoring engineers and leading technical decisions across teams
- Strong communicator, able to align robotics, DevOps, and product stakeholders
- Fluent in English
- Startup mindset: iterative work with focus on usable solutions for the end user
- Robotics domain experience or direct work with simulation vendors is a strong plus
- C++ experience is a plus
- Experience with robot learning (e.g. reinforcement learning, Isaac Lab), synthetic data generation or real2sim is a plus

What You'll Get

- Flexible working hours and a hybrid model for real work-life balance
- Generous vacation: 25–30 days depending on age
- CHF 500 mobility credit for sustainable commuting
- Bonus system & strong pension contributions
- Tailored training & development opportunities
- Relocation support for a smooth start
- Discounts on health, mobility & entertainment
- Team events and a flat hierarchy where your voice counts
- A warm, international culture built on respect and collaboration

Great robots need great people.

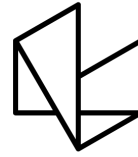
Apply Now

Contact

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HEXAGON

Hexagon Robotics

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