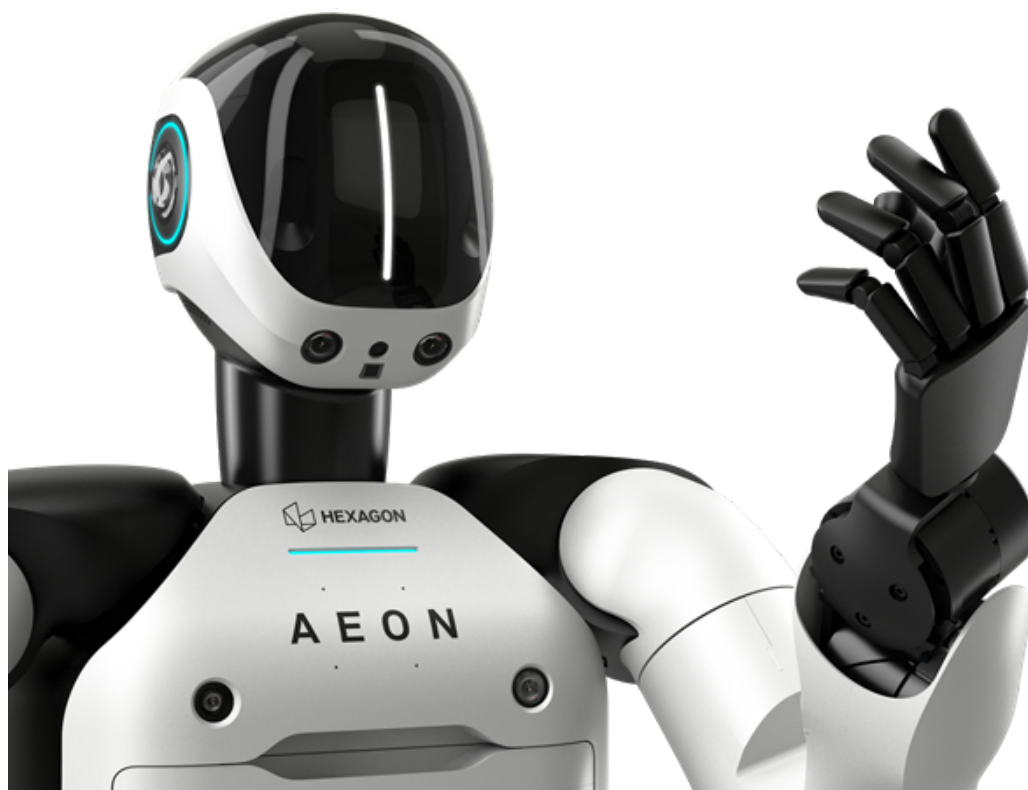




Staff C++ Software Engineer - Vision Systems (f/m/d)

100% Zürich

Hexagon Robotics is a division of Hexagon – a global leader in precision measurement. The division develops humanoid robots for industrial sectors to address labor shortages and accelerate the transition from automation to autonomy. Our first humanoid, AEON, was launched in June 2025 and is already in pilots with five customers.

We are looking for **Staff C++ Software Engineer** who will own the architecture and drive the execution of the vision system that powers our state-of-the-art humanoid robot, from system design down to production C++ implementation. You will help building reliable, low-latency pipelines that move sensor data through inference and algorithms and harden them into products that we deploy to customers at scale. You will own the reliability and robustness that let fleets of robots run dependably in the field, while steering the technical direction of the stack, mentoring the team, and raising the engineering bar.

Your Mission

- Architect and implement high-throughput, low-latency vision pipelines in modern C++
- Design and optimize pipelines with GStreamer and ROS2
- Turn perception software into robust products, deployed and maintained across customer fleets at scale
- Drive reliability, robustness, and productization across the perception

Your Skillset

- Expert-level modern C++ with strong systems fundamentals and 7+ years of relevant experience
- Track record architecting and building real-time, production-grade perception or data pipelines
- Proven experience productizing complex systems and deploying them reliably to customers at scale

stack

- Design clean, stable interfaces between sensing, perception, and downstream consumers
- Take perception capabilities from prototypes to dependable deployments on robots in the field
- Establish strong engineering practices, including automated CI testing, observability, and performance profiling
- Provide technical leadership and mentorship, and align architecture across teams
- Strong focus on reliability and robustness in real-world operating conditions
- Hands-on experience with GStreamer (or comparable streaming media frameworks)
- Experience with ROS2 or comparable robotics middleware
- Demonstrated technical leadership: setting direction, mentoring engineers, and driving cross-team decisions
- Strong engineering judgment, balancing deep technical work with pragmatic execution to deliver high-impact results
- MSc or PhD in Computer Science or a related field

Nice to Have

- Experience with GPU-accelerated computing (CUDA) and embedded GPU platforms such as NVIDIA Jetson
- Familiarity with accelerated inference runtimes (e.g., TensorRT), DeepStream, or NVIDIA GXF/NITROS
- Experience with synthetic data generation and simulation (e.g. NVIDIA Isaac Sim)
- Familiarity with 3D computer vision, such as object detection, tracking, 6D pose estimation, mapping, or 3D reconstruction
- Familiarity with ML training and evaluation pipelines

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

Silvia Dadin

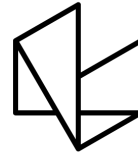
Senior Recruiter / HR Generalist

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