



# Component Technology Pte Ltd

## JOB DESCRIPTION

<b>Job Title:</b>	Software Engineer	<b>Department:</b>	Software
<b>Reporting To:</b>	Software leader	<b>Location:</b>	Singapore
<b>Objective / Purpose of the Job</b>			
A highly skilled software engineer to work on sophisticated mechanical/ electrical/ vision/ optical systems..			
<b>Key Activities / Accountabilities</b>			
<ul style="list-style-type: none"><li>• Responsible for full lifecycle of development. From gathering requirements specifications, through analysis, design, implementation, test, and to support.</li><li>• Analyse problems to access root cause, collect and characterize data to gain understanding of system behaviour.</li><li>• Perform or lead product design, system analysis and programming activities.</li><li>• This includes designing and building GUI, data flow, motion control, and factory integration.</li><li>• Plan machine operation process and coordinate with other cross-functional software engineers/teams, such as field application engineers, communication, automation and machine vision teams</li><li>• Source code and version control, documentation for the development</li><li>• Includes limited travel to customer sites.</li><li>• Any other duties as assigned.</li></ul>			
<b>Working Conditions</b>			
<ul style="list-style-type: none"><li>▪ High level of personal flexibility</li><li>▪ Working beyond office hours when the need arises</li></ul>			
<b>Preferred Qualifications, Experience and Skills</b>			
Qualification:	<ul style="list-style-type: none"><li>• Diploma/Degree in Computer/Electrical/Electronic/Information/Automation Engineering or Computer Science</li></ul>		
Experience:	<ul style="list-style-type: none"><li>▪ Experience in automation system or machine vision system development.</li><li>▪ Semiconductor industry exposure.</li><li>▪ Experience in SEMI factory Automation, SECS/GEM.</li><li>▪ Experience in Strip Mapping / Wafer Mapping.</li></ul>		
Technical Skills:	<ul style="list-style-type: none"><li>▪ Good programming skills and style, esp. in object oriented programming, preferred C/C++ programming for Windows</li><li>▪ Well understanding of the object oriented system design, modularization and design pattern</li><li>▪ Strong experience in one GUI framework, such as MFC, wxWidget and etc</li><li>▪ Software interfacing with hardware devices.</li></ul>		
Competencies:	<ul style="list-style-type: none"><li>▪ Communication capability with all levels</li><li>▪ Proactive, highly motivated, self-directed, able to function within a fast-paced environment, and fast learner.</li></ul>		
Language Capability:	<ul style="list-style-type: none"><li>▪ Proficiency in spoken and written English required</li></ul>		