

Exciting opportunity as Embedded Software Developer at Vetaphone A/S

Are you interested in developing the next generation of software control and helping us take our market leading surface treatment technology to the next level?

Then join our fast-growing global organization and help us stay at the forefront of technological development so we can continue to offer the best of corona and plasma surface treatment.

Core responsibilities:

In the role of software developer your main responsibility will be to develop embedded software for our current and future product portfolio based on existing electronics hardware.

Do you have what it takes?

To succeed in this position, you like working in a collaborative and encouraging culture. We expect you are resourceful and a team player, pro-active and capable of seeing the bigger picture. Further, you:

- Have relevant experience with programming in ANSI-C for embedded electronics and C#
- Have experience with hardware electronics as the interface between hardware and software
- Have advanced proficiency in English, both written and verbal

Join Vetaphone A/S

Vetaphone is a global market leader within corona and plasma surface treatment, a technology used to improve the surface adhesion on plastic, primarily in the print, packaging and extrusion industries. Our headquarters are in Kolding, Denmark, and we employ more than 75 people worldwide. The Vetaphone brand is also well represented in more than 60 countries through our extensive agent network.

We offer you the opportunity to work in a company that provides scope for personal development with good career prospects, and the freedom to challenge the way we work so we can continue to be at the cutting edge of surface treatment technology.

For more information about Vetaphone visit our website www.vetaphone.com

If this sounds like a position for you, please send your CV and application to <u>job@vetaphone.com</u> before 15.11.2019

For further information about the position please contact Frank Eisby at +45 76 300 333