



Nintendo European
Research & Development

JOB OFFER

R&D ENGINEER

SYSTEM & MIDDLEWARE

THE COMPANY

Nintendo European Research and Development (NERD) is a French subsidiary of Nintendo. We are a company of around 75 employees who share a passion for creating key software technology and cutting-edge solutions for Nintendo Switch™ and other Nintendo platforms. In close collaboration with counterparts in Japan and the USA, we contribute in fields such as emulation, signal processing, content generation, computer vision, machine learning, system development, optimization and security to create solutions deployed on over a hundred million homogeneous devices. Come discover an engaging and welcoming work environment in the heart of Paris and join our unique team in its mission to put smiles on people's faces!

POSITION RESPONSIBILITIES

NERD is looking for an engineer who can research and develop technologies for the systems and the middleware driving the Nintendo group products.

The position involves the following tasks:

- Developing in C/C++
- Designing, implementing, integrating, and improving system features (embedded/console)
- Setting up and using electronic prototypes and their development environment
- Prototyping and demonstrating new features

The development is done on both Linux and Windows environments and the technologies are deployed on Nintendo proprietary OS or other embedded OS.

The projects are often led in collaboration with teams in Japan and/or USA. For reference, our team has contributed to projects such as Mario Kart Live Home Circuit, SNES/NES Mini, Switch Sports, Ring Fit Adventures, Labo VR and Wii games on the WiiU eShop.

CANDIDATE PROFILE

NERD is an equal-opportunities employer. All characters are welcome, regardless of gender, ethnicity, religion, sexual orientation, ableness or age.

We are looking for candidates who have several strengths among the following qualities/skills:

- Team player
- Autonomous
- Have knowledge in C/C++, bonus if you have knowledge in low level languages
- Understand OS internals from kernel up to application layer
- Familiar with and can use multiple toolchains (such as LLVM and GCC)
- Familiar with debugging techniques
- Can use Buildroot, Yocto or other embedded systems
- Have knowledge in the field of network, radio (Wi-Fi/BT), inertial sensors, and video/image/audio sensors
- Have knowledge in filtering and signal processing
- Have knowledge in servo algorithms

We expect candidates to be proficient in English, both written and spoken. The majority of employees speak French, but we also welcome non-French speaking candidates to apply. French, English and Japanese lessons are provided in the office for those willing to learn.

ADDITIONAL INFORMATION

This full-time position is located in central Paris, France.

Eligibility to work in the EU is required, and candidates are expected to relocate near Paris.

CONTACT

If you believe you are the right person for this position, please send a resume and a cover letter to **apply@nerd.nintendo.com** with **SYS20231** in the subject line.