



# Embedded SW (C/C++), RTOS (FreeRTOS) Developer

## About Yoto:

Yoto is an interactive audio platform founded by experienced entrepreneurs that aims to change the way children access audio content. The Yoto ecosystem revolves around a curated library of stories, music, activities, sound effects, podcasts and radio. Children listen to the content on Yoto Player, a safely connected speaker that is controlled using physical cards with NFC technology. Additionally, the Yoto App allows parents to retain a level of control, enabling volume control, remote play and more.

We launched our first hardware product, Yoto Player, on Kickstarter in November 2017, reaching its funding target after only 5 days, and receiving a Red Dot Design award in the process. The product shipped for Christmas 2018 to a great customer reaction. Our partners include Roald Dahl Story Company, Penguin Random House, Hachette, Macmillan, Harper Collins, Naxos, Storynory and more. Luke Kelly, grandson of Roald Dahl and MD of the Roald Dahl Story Company, is on our board, and we are well-funded - backed by leading investors.

At the start of 2020, having worked with Pentagram on the redesign of the product and our brand, we relaunched Yoto Player. Since then, and despite certain major world events, sales have been doubling (and sometimes tripling) MOM, we've launched UK and US websites, won multiple awards including TIME's Best Invention 2020, had a tonne of good press across the world and started to build some great buzz.

## The role

We're looking for an experienced FreeRTOS developer to join our embedded SW team in charge of the constantly evolving "Yoto OS" powering Yoto Players.

The role is currently fully remote but we have an office in King's Cross, London, where you'll be expected to visit from time to time. Whilst this is not a remote only position, we offer flexible working hours or remote working where possible and appropriate. Many of the team are parents and we truly understand that life and work need to work together.

## You will

- Write clean and robust code following good development principles (SOLID, DRY, KISS, YAGNI, automated testing)
- Be instrumental in architecture, standards and tooling decisions
- Take part in researching, estimating and prioritizing features for roadmap
- Troubleshoot any issues reported by customer services team



## You'll need

- **Experience developing C/C++ embedded code for ESP32 or similar microcontroller based systems**
- In-depth knowledge on multithreaded programming in RTOS, preferably with FreeRTOS
- Confidence with debugging code in an embedded system
- Agile approach - CI/CD and fully automated testing of developed modules and systems
- Familiarity with Python and Docker containers (for build pipelines)
- Experience with cloud based IoT platforms, OTA updates, pub/sub messaging
- Good knowledge of IoT/HW protocols and interfaces - BT/BLE, RFID/NFC, WiFi; SPI, I2S, I2C,...
- Familiarity with electronics principles & design
- Solid understanding of security best practices

We're a small team so you'll get a chance to play with plenty of different things all the time – **bonus points** for any experience or desire to dig into any of the following:

- Javascript, Node.js
- Cloud based infrastructures (AWS), serverless development
- (Big) data processing and analytics, AI/machine learning
- Media streaming and audio processing (codecs, live streaming, normalization, etc)

## What we offer:

- Competitive salary (based on experience)
- Equity (EMI share options)
- 25 days holidays
- Workplace pension
- Currently fully remote, but in more normal times, we operate a flexible work environment
- Exciting ride in a fast-growth start-up

Drop us an email at [join@yotoplay.com](mailto:join@yotoplay.com) with the header "Embedded SW Developer", your CV and/or links to your LinkedIn, Github profiles, App stores releases, etc.

NB: This is a full-time role based in London and you must be eligible to work in the UK as we are unable to offer visa sponsorship. No recruiters please!