

"There is no limit to what our domain in indoor positioning can lead to. Our solutions and applications can be applied to everything that moves and requires precise positioning. We have really seen the potential in the global arena. And then it's a dream job if you want to explore the combination of the virtual and the physical world," says founder and CEO Niels Bo Thellgaard.

About us
GamesOnTrack A/S is a small but internationally working company with a very strong niche product in Indoor Positioning. We develop our own products in SW and electronics which support an easy to use 3D set of applications for any object moving indoor. Our customers range from high class technology companies in Europe and US, to single users applying our solutions in their private environments. Among other things, GamesOnTrack provides the indoor position solution for the Danish UAW-project, and we take pride in demonstrating our 10 mm precision technology for many different and growing application types. Visit us at GamesOnTrack.com.

gamesontrack

Automation and Control Engineer in precise indoor positioning

- Here is the option of a career position with building virtual and physical control together for real solutions.
- You work with experienced colleagues and smart customers in a small team.
- Your role is to enhance our solutions to work with standard controllers like Pixhawk or simple Arduino, and help combining other sensors with the prime position sensor.
- It might be industrial solutions with robots or drones in an industrial hall, or it might be exhibition solution with a lot of small moving vehicles

Customers from the whole world

Our new Electronic Control Engineer will work in the field between our generic SW-development and our customers for the most part in Europe and US. You will specify the solution that fits the demand, you will develop a part of it, and you will drive the implementation together with the customer. You are able to manage more projects at the same time and coordinate with your colleagues. Key words are specification, interfaces, and maintainability.

In downtown Holstebro it looks like we game our work

The fun begins just in front of you when a small robot, vehicle or drone obey your rules of traveling from a to b on ground or in the air. But keep in mind that behind the easy going is a deep world of precise position sensor techniques put together in SW, electronics and radio. We are known to play it at work- both as a first test for real customer solutions but also to challenge our selves. But from the game we have to get the real industrial solutions to work in more difficult environments. This is where the engineering comes into play.

Your profile

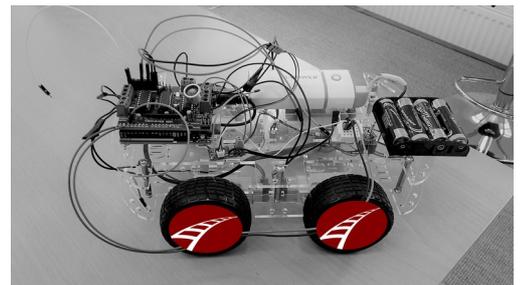
- We assume you have a background as Electronic Control Engineer or equivalent. You have knowledge and some experience in regulation and can specify and program a control solution. You know how to find and adopt relevant sensors.
- You are not necessarily a core SW developer but can adapt to our platform and distinguish between good and bad SW-solutions.
- You can work with control platforms such as Pixhawk, Arduino, or equivalent.
- You can communicate with your colleagues in SW - and electronic development as well as with our customers in order to secure a confident solution. You master English and preferably Danish in writing and speaking. German is an advantage.

Interested?

Please send a mail to nb@gamesontrack.com or call us at +45 30703777.

We will look forward to hear from you.

Our automation and control solutions operate as cyber physical systems, meaning that the systems both have a digital and a physical context. The control of the moving robots, vehicles, or drones is based on a real-time recording of their precise position. This position defines start and targets, and the actual path is set forth on the screen. The control keeps the robot towards the target, also if other sensors for a short time might disturb it.



"We live downtown in Holstebro. It's a good city that's easy to come to and lovely to live in. If you want to live in another bigger city like Ålborg, Århus, or Odense we can tailor the job accordingly. We assume about 20 days of travel per year to external customers", says Niels Bo.

"The job demands a good understanding of SW-design and the control component. In SW our platform is C# and .NET under Visual Studio and WPF. We use C embedded in the electronic components. Our mobile app for iOS, Android, and Windows Mobile is developed in Unity. The radio protocol is in the ISM band. SVN is central to both the HW and SW development, even with only small variance", says Niels Bo.

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