Embedded Developer to innovative Cobolt AB

Do you want to develop advanced software that controls some of the world's highest-performing lasers? At Cobolt you would work at the forefront of photonics, close to hardware, collaborate with an experienced engineering team, and help shape the next generation of laser platforms.

Cobolt AB, with approximately 70 employees, is the largest entity of HÜBNER Photonics; an international organization with offices in Stockholm, Kassel, Hannover, and San Jose. HÜBNER Photonics is a corporate division of the HÜBNER Group, a privately held company headquartered in Kassel. Hübner Photonics is in a strong growth phase and has almost tripled in revenue over the last 5 years with maintained strong profitability.

The role

We are now looking for an experienced Embedded Software Engineer who wants to play a key role in developing laser systems and control software used globally. You will join a well-established and highly regarded photonics company with development and production located in Solna. Here, advanced expertise in electronics, mechanics, lasers, and software work side-by-side in an agile and knowledge-driven environment.

The role is part of a skilled R&D team, working closely with both electronics and laser development. You will develop everything from firmware for ARM-based microcontrollers to desktop applications in C++. The team is now moving toward QT-based GUI solutions, giving you an opportunity to influence the future direction of their technology stack. You'll be onboarded thoroughly, supported by senior colleagues, and for the right person there is room to grow into a more leading function over time.

Key Responsibilities:

- Develop and improve firmware for ARM-based microcontrollers (Cortex M4/H7)
- Work within the company's modular, in-house C++ framework for laser control and platform development
- Contribute to the development of GUI applications in C++/QT and support the ongoing technology shift
- Design, test, and troubleshoot software in close collaboration with laser, electronics, and mechanics teams
- Participate in project delivery, system integration, and long-term product evolution

Who we are looking for

Requirements:

- At least 5 years of experience in embedded software development
- Strong skills in C++ (embedded and/or system development)
- Experience with ARM-based microcontrollers (e.g., STM32, Cortex M4/M7)
- Experience with cross-platform development (embedded/Linux/Windows)
- Relevant technical education
- Very strong English skill

Meriting competence:
- Experience with QT and GUI development in C++
- Experience working close to hardware, controls, and embedded systems
- Experience in laser, optics, or electronics-related development
- Swedish language skills

Contact and next steps
This recruitment is handled by TB-Group, and all inquiries regarding the position should be directed to TB-Group.

Selection is conducted continuously, and the advert may be taken down once enough candidates have reached the final stages of the process. If you have questions about the role, you are warmly welcome to contact the responsible recruiter, Sara Tecsi, at sara.tecsi@tb-group.se.