

Software Architect – Augmented Reality at IGNITE by FORVIA HELLA w/m/d

All remote, global

Join the Future of Software – with IGNITE by FORVIA HELLA 



We are looking for tech visionaries who want to rethink **software development**.

Are you ready to shape the next generation of mobility?

Do you have a passion for technology and a desire to work on groundbreaking projects?

Then IGNITE by FORVIA HELLA is the place for you!

We are an agile team that develops and distributes software solutions. Our core competence lies in the development of software products that are directly integrated into vehicle systems or that are usable in the development environment of industrial sectors. But we go even further: with the latest technologies such as machine learning and cloud computing, we take our software products to the next level, creating solutions that go beyond traditional approaches. Sounds exciting? Keep reading!

What you can look forward to ...

→ Entrepreneurial Thinking: we are looking for people who think outside the box and act like entrepreneurs. With us, you have the freedom to contribute ideas and actively shape projects.

→ Passion for the Work: there is no boredom here – we love what we do and thrive in a dynamic work environment where you can fully express your passion for embedded software and advanced technologies, while having fun with it!

→ State-of-the-Art Technologies: all our projects revolve around software, and modern approaches like artificial intelligence, machine learning, and cloud technologies also play a big role. You will have the chance to experiment in various fields and actively shape the future of vehicle and industrial technology.

→ Flexibility: shape your workday with your global team, fully remote.

What is expected for the role ...

- Define and maintain the end-to-end software architecture for Augmented Reality (AR) / Head-Up Display (HUD), covering AUTOSAR Classic & Adaptive, Linux platforms, and the AR creator interface (e.g., Unity, Rocksolid AR).
- Specify data flow and interfaces between vehicle bus systems (CAN, Ethernet) and HUD functions, ensuring correct handling of ADAS, navigation, and driver information.
- Ensure timing, synchronization, and data integrity across distributed ECUs and AR creator

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outputs, including latency budgets and fail-safe concepts.

- Develop the integration strategy for HUD software components, covering diagnostics, updates (UDS/DoIP, OTA), and compliance with ASPICE.
- Drive functional safety (ISO 26262) and cybersecurity (ISO/SAE 21434, UNECE R155/R156) within the software architecture, defining safety mechanisms and security concepts.
- Define and manage interface contracts with suppliers/partners providing rendering or AR content, including data schemas and acceptance criteria.
- Collaborate with HMI, ADAS, infotainment, and platform teams to align architectural decisions with overall system requirements.
- Provide technical leadership and guidance to engineers by setting coding standards, reviewing designs, and mentoring team members.
- Support validation by defining architectural test strategies (e.g., data flow checks, synchronization validation, failure mode handling).
- Document and communicate the software architecture through models, interface descriptions, and design reviews.
- Fluent English (verbal and written communication).

Required Qualifications

- Bachelor's/master's degree in computer science, Software Engineering, or related field.
- 6+ years of relevant experience in software engineering with at least 3 years in AR/VR/MR development.
- Knowledge of **AR Creator and real-time rendering** pipelines.
- Familiarity with ISO 26262 (functional safety), and automotive-grade software practices.
- Excellent communication, and cross-domain collaboration skills.
- Strong expertise in **C++/C# and** real-time rendering.

Preferred Skills

- Knowledge of sensor fusion (camera, radar, LiDAR) and real-time data visualization.
- Familiarity with OpenGL, Vulkan, DirectX is a strong plus.
- Knowledge of Qt, Basemark, or other cutting-edge frameworks in the Automotive sector is a strong plus.

Familiarity with 3D content creation tools such as Blender or Autodesk Maya

Can't identify with this role? No problem, convince us of your skills and personality, and get in touch.

Contact information: jobs@hella-ignite.com