PRODUCT ENGINEER (M/F/D)

Location: Dresden, Germany
Type: Full-time (Dresden-based preferred; hybrid welcome for EU-based candidates)

We are SMAROBIX. We build software that gives robotics engineers clarity in complex robotic systems. Our tool makes ROS-based robotic systems observable, understandable, and actionable. Like this, developers can build safer, more capable robots with confidence, while using AI where it makes sense.

We are a team of five founders with complementary skill sets and different cultural backgrounds. We are Spin-off of the TU Dresden and received €1.5M in non-dilutive funding.

THE ROLE

This role is part of the core team shaping the product's foundations. There is no fixed blueprint: you'll help define the architecture, make trade-offs explicit, and evolve solutions as the product grows:

- Own the user-facing layer of the product, the point where architectural decisions and system insight become useful to engineers.
- The work sits at the intersection of complex state, live data, and developer experience, and requires sound judgment more than rigid adherence to patterns.
- Shape component structure, data flow, interaction patterns, and performance characteristics, in close collaboration with the founding team.

WHAT WE WHAT WE'RE LOOKING FOR

We're looking for an engineer who has built complex, stateful systems before and thinks in principles rather than specific tools – understand the crux of the principles and apply them in context.

- Experience building complex, stateful applications where the data model is as demanding as the UI such as developer tools, visualization software, or technical platforms.
- You've made architectural decisions before and understand their long-term consequences.
- You're comfortable thinking in systems, not just screens. UX for technical users matters to you, and you approach it deliberately, through information structure, interaction design, and clarity, not decoration.
- You think in user stories and user journeys to structure that work, not as process overhead but as a way to stay grounded in what users actually need.
- While your focus is the frontend, you're at ease crossing boundaries: reading backend code, understanding interfaces, and occasionally contributing where it makes sense.
- You care about reliability, test what users touch, and communicate clearly with engineers from different disciplines.
- You're comfortable not having all the answers, as what matters is the clarity to say so and come back with a considered one.
- You are drawn to environments where design and engineering overlap; where the question isn't just "does it work" but "is this the right shape."

NICE TO HAVE

- Familiarity with IDE extension frameworks, graph visualization libraries, or Model-Driven Engineering (MDE).

YOU'LL THRIVE IN THIS ROLE IF

You enjoy solving open ended problems and taking ownership rather than waiting for detailed specifications. You won't be maintaining a finished system or implementing a fixed vision. You want to shape our product, and see implementing predefined requirements as only part of the job. While the foundation exists, your (profound) choices will shape the product for years.

WHO YOU'LL WORK WITH

You'll work directly with the founding team and in an interdisciplinary group that values speed and technical excellence over hierarchy.

- Specifically, you'll work closely with one co-founder who currently leads the frontend, with real ownership and room to challenge assumptions.
- As the team grows, this work naturally evolves into technical leadership through influence and clarity rather than hierarchy.

HOW WE HOW WE WORK TOGETHER

As an early team member, expect priorities to evolve quickly and responsibilities to extend beyond a narrowly defined role.

- We argue hard. We debate ideas openly and don't hold back, but at the end of the day we back each other and go ahead.
- An undesired outcome happens. Validation of assumptions is key. When something goes wrong, we address it directly, focus on the issue, not the person, and move on by adjusting the assumption or the process.
- We have the ability to learn fast. We will listen to feedback but only implement relevant feedback. The best idea wins.

HOW TO APPLY

Send your CV and a short cover letter to **jobs@smarobix.com**. In your cover letter, tell us about a hard technical problem you worked on and the moment you realized your first approach was wrong - what did you do?

Questions about the role? Reach out to Ariel, Co-Founder & CTO. We'd be happy to discuss the role before you apply. Write him directly: ariel@smarobix.com