



Software Engineer

Working location: Redwood City, California

Full-time employment

About us

TerraBlaster is helping farmers reclaim the value they lose when applying nutrients with imperfect information: billions of dollars in fertilizer that never feeds a crop, missing nutrients that limit yields, and excess nutrients that can leach into waterways. We are the first to deploy technology developed by NASA for Mars to capture precise, real-time, actionable data about plant-available soil nutrients. Soil measurement and application in one pass. Every plant gets exactly what it needs. No extra steps. No wasted time. That's precisely how we build the future of agriculture.

The role

TerraBlaster is seeking a software engineer to expand the core infrastructure and applications that turn raw hardware data into actionable insights for farmers. Have experience building robust software but want to write code that actually benefits the planet? This role is your chance to orchestrate the software ecosystem that supports our soil-scanning lasers. By delivering accurate nutrient data to farmers and agricultural service providers, you'll help reduce fertilizer runoff and greenhouse gas emissions. Join a true Silicon Valley startup to make a difference in the world while keeping our codebase as sharp as a laser beam.

What you will be doing

- Expand, refine, and test our Python data processing pipeline
- Develop internal tools and dashboards to help our data science and hardware teams monitor system performance and analyze data
- Build and maintain the data infrastructure required to process, store, and visualize millions soil spectral measurements
- Design, build, test map generation software (no prior experience required)
- Work closely with hardware and firmware engineers to ensure reliable data handoffs from the hardware, and with the data analytics team to ensure the models are receiving the quality data with the required metadata and formats

What we need to see

- BS in Computer Science, Software Engineering, or a related field (or equivalent experience)
- Strong programming skills in Python and a solid understanding of software design principles
- 2+ years of experience developing data processing software or equivalent
- Excitement and willingness to do whatever is needed in the moment, from writing core architecture to taking out the trash, deploying quick fixes in the field, and helping debug complex hardware/software problems
- Experience working with Linux environments and git version control

**Ways to stand out from the crowd**

- Excellent complex system-level debugging and problem-solving skills
- Self-managing and ability to break down complex problems into manageable tasks
- Experience working in the following areas is a plus but not required: embedded systems, sensor integration, GIS and mapping, designing software on NVIDIA Jetson GPU/CPU's, CUDA

Compensation & Benefits

At TerraBlaster base pay is just one part of compensation. TerraBlaster employees also have the opportunity to become TerraBlaster shareholders by receiving incentive stock options. You will also receive benefits including comprehensive medical and dental coverage.

TerraBlaster is an equal opportunity employer and values diversity at our company. We do not discriminate on the basis of race, religion, color, national origin, sex, gender, gender expression, sexual orientation, age, marital status, veteran status, or disability status.