



Date: March 28th, 2025

We are looking for an experienced Software Engineer to join our team!

About

Ocean AID is a marine tech startup located in the Bioinnovation Hub in Victoria, BC, and specializes in making real-time marine intelligence possible through edge-computing, computer vision, and live signal processing. Our mission at Ocean AID is to provide fast and accurate detections of underwater objects to help create cleaner, healthier, and safer ocean ecosystems. We have a research and development project and are looking to hire a full-time experienced Software Engineer.

This R&D project is focused on developing an AI-powered Automatic Target Recognition (ATR) system for real-time fish detection and mapping using live CHIRP sonar data for sport fishing. This project is funded until September 6th, 2025 and we are in the process of getting more funding to extend for another year at least.

Job Description

This is different from your typical tech job. You'll play a key part in developing and enhancing Ocean AID's software and hardware from its MVP stage to a universally adopted, industry-defining, application that is responsive to rapidly evolving customer needs. Your work will directly impact Ocean AID's products.

We have an MVP product which we will continue to enhance for our clients and the needs of the markets that we are targeting. Our products require continued research and development. Your job at Ocean AID will be very hands-on with making improvements to the technology and creating a development plan for scaling alongside other developers.

Position: Lead Software Engineer

- Employment: Starting May 1st
- Base Salary: \$50.00 per hour
- Hours per Week: 35 (subject to business needs)
- Location: Hybrid (will consider fully remote for the right candidate)

Core Responsibilities

- Lead and mentor a team of software engineers