

We are looking for a Software Engineer!

Since 2016, Propair Flight has been developing virtual aircraft and airports, software solutions, and cloud-based data analytics systems for flight simulators. As a member of the AXIS Aviation Group, our goal is to improve flight safety and make pilot training more efficient by developing top-tier Full Flight and VR simulators.

We are looking for a Software engineer to join us immediately for the following role:

Responsibilities

- Contribute to the development and maintenance of aircraft simulation software
- Work on backend modules supporting flight training systems
- Troubleshoot and optimize performance-critical components in Python and C++

You are an ideal candidate if you have:

- Strong proficiency in both **Python** and **C++**
- Experience with real-time systems or simulation environments
- Ability to write efficient, clean, and modular code
- Solid understanding of system design and memory/performance optimization
- Willingness to contribute to AI-adjacent backend logic (e.g. scoring, evaluation engines)
- A genuine interest in **aviation**, flight systems, or aerospace engineering

Preferred Qualifications:

- Experience with cloud-based systems (AWS, Azure, etc.)
- Familiarity with testing VR environments or simulation platforms
- Experience with containerized environments (e.g., Docker) is a plus

What is it like working with us?

- Experience with **Unreal Engine**, **Prepar3D (P3D)**, or **Microsoft Flight Simulator (MSFS)**
- Knowledge of avionics systems or flight training standards
- Familiarity with OpenGL, DirectX, or real-time 3D rendering pipelines
- Exposure to AI technologies or training platforms

Contact

You can send your CV via email, or feel free to call us if you have questions:



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