

Software Engineer: Senior

Job Description

Provides specialized knowledge of systems and software requirements and design, software design, and programming specifications to accomplish reuse analysis, requirements allocations, and timing/sizing analysis. Knowledge of software architecture, service oriented architecture, and systems engineering. Knowledge of NASA or military programs and processes for space, ground, and launch. Applies analytical expertise to assist in defining, analyzing, validating, testing, and verifying complete software projects, states of technology, and current software development projects. Accomplishes analysis of traceability, design, interfaces, FQT plans, integration test plans, database and component test plans, and data flow. Analyzes software test procedures, test results, test cases, FQT procedures and results, simulations, operating procedures, and feasibility assessment. Strong knowledge of UML and agile processes. Additional focus points include security assessments and integration test designs. Demonstrated experience in software total life cycle development and IV&V, preferably on a major NASA or DoD software-intensive project or flight mission. Prepares presentations, reports, research, and other contract deliverables. Participates in selected programs, events, and meetings involving staff, Government customers, and visitors, including VIPs. Excellent command of English with strong verbal, writing, and communication skills, including ability to interact well in group meeting and working environments. Able to work independently with minimal direction. Able to lead small- to medium-size groups in technical task completion. Ensures software standards are met.

BS/MS/PhD in Software Engineering or related technical field

BS/9 yrs; MS/7 yrs; PhD/4 yrs

Position is contingent on contract award.

Required Experience

Domain experience/education in space systems, software/system engineering, software safety, and mission assurance.

Job Location

Fairmont, WV US

Position Type

Full-Time/Regular