Falcon ExoDynamics

Mid-Level Software Systems Engineer / Architect

Description

The software systems engineer / architect formulates and defines the scope and objectives for a software-based system and system-of-systems, providing high-level architectural expertise to managers and technical staff and setting the strategy and direction for the full lifecycle of the system. The mid-level software systems engineer / architect possesses and applies expertise on multiple complex work assignments. Assignments may be broad in nature, requiring originality and innovation in determining how to accomplish tasks. The engineer operates with appreciable latitude in developing methodology and presenting solutions to problems. The engineer contributes to deliverables and performance metrics where applicable and is expected to work independently or under some supervision.

Responsibilities

- Educational background in an engineering discipline such as information, computer, software, telecommunications, information security, network, or similar engineering disciplines
- Develops architectural products and deliverables for software systems
- Develops the design for the infrastructure necessary to support the system
- Assists in the evaluation and recommendation of application software packages, application integration and testing tools
- Develops software user manuals
- Designs new software products or major enhancements to existing software
- Formulates/defines specifications for complex software systems

Qualifications

- Bachelor's degree in an engineering discipline such as computer, software, or similar engineering discipline
- At least 7 years of direct aerospace experience
- Has direct space systems development experience
- Has worked on multi-disciplinary teams of spacecraft engineers
- Can work independently and as part of a team of his/her peers
- Has experience setting and performing to technical milestone entrance/exit criteria
- Comfortable presenting to diverse audiences including technical and non-technical experts and peers
- Has familiarity with Agile / Scrum development principals and processes

Preferred Experience

The ideal candidate should have the following experience:

- Directly working on multiple spacecraft programs performing system design and/or testing
- In-depth experience in designing, developing, and testing systems incorporating a combination of FPGA firmware (HDL) and general-purpose processing software
- Extensive experience with software modeling tools and languages including: UML, SysML, Matlab/Simulink

Hiring organization
Falcon ExoDynamics, Inc.

Date posted
March 21, 2023

Employment Type
Full-time

Citizenship / Clearance Requirements

- U.S. Citizenship Required
- Current/Active TS/SCI Preferred

Job Location
Los Angeles, CA, United States

Falcon ExoDynamics believes in the diversity of teams and experiences. We are proud to be an Equal Opportunity/Affirmative Action Employer. We encourage veterans, disabled veterans and disabled individuals to apply for any open position for which they feel they are qualified.