OVERVIEW

Design, develop, document, test, and debug software applications and systems that support NASA’s Flight Testing and Research operations at Armstrong Flight Research Center with the guidance of team leadership. Software applications are geared towards capturing, visualizing, and disseminating telemetry and radar tracked data to users in real-time. The software engineer may need to document components of the software (e.g. requirements, user manuals, version descriptions, etc.). Projects may be team based or solo. Travel is rare, but may be necessary on occasion.

Roles and Responsibilities
Strong programming skills with demonstrated knowledge of an object-oriented language (e.g. C#, Java, etc.).
Experience with building User Experience/Graphical User Interfaces.
Knowledge of the software development lifecycle.
Knowledge of good software engineering practices which includes requirements gathering, designing software architectures, incorporating design patterns, source control, etc.
Ability to conduct development tests.
Ability to document system interfaces ranging from XML/JSON to binary level specifications.
Willingness to learn and keep abreast of new and emerging technologies applicable to our work.
Demonstrated ability to think analytically and logically.
Strong interpersonal and communication skills.

Education and Qualifications
Bachelor’s in Computer Science or similar field of study.

Preferred Skills
Strong coding experience with the following languages: C#, Java, ASP.NET*, C++*. Demonstrated knowledge of Socket & Serial interface programming.
Familiarity with concepts and systems utilized within the aerospace community (e.g. GPS,
telemetry systems, radar, global map visualizers, geodetics, etc.)

How to Apply
http://aai.balancetrak.com/8392019