OVERVIEW

Mercury Systems has built a next generation business model that we believe puts us in a unique position within the defense industrial base and in particular within defense electronics. Today within the DoD and the industrial base that supports it, challenges have taken center stage around the need for procurement reform, the more rapid and timely adoption of open systems based architectures, and the need to be nimble and responsive in the face of continued uncertainty at home and instability abroad. Mercury Systems has adopted a next generation business model that we believe addresses these pressing issues, while at the same time leveraging our 30-year commitment to innovation.

We deliver innovative solutions, rapid time-to-value and world-class service and support to our prime contractor customers. Mercury Systems has worked on over 300 programs, including Aegis, Patriot, SEWIP, Gorgon Stare and Predator/Reaper.

Roles and Responsibilities

- Systems Engineer with at 0-2 years of experience in the Electronic Warfare business domain with systems/project engineering background.
- Systems Engineering performs the design and development of complex EW Systems with emphasis in Radar Environment Simulators and Electronic Countermeasure systems.
- Ensures that systems delivered meet customer specifications and perform as necessary for the intended application.
- Provides technical support in product demonstrations and is the customer interface for technical discussions, design reviews, acceptance testing, system installation and maintenance of company products to ensure that the system is functioning according to specifications.
- Successful candidate will serve as a liaison for engineering activities with the government program offices and our engineering team.
- The candidate will also support the execution team for major architecture developments and analysis for systems improvement. Examples include: use case generation, evaluation of products and development, and design improvement recommendations to meet customer requirements.
Additional support to Government security personnel for accreditation of program systems is anticipated.

**Education and Qualifications**
- 0-2 years in the Electronic Warfare or aerospace domain with a BS Electrical or Computer Engineering degree.
- Systems Engineer for EW Systems on Radar Environment Simulators or Electronic Countermeasures.
- Able to write technical documentation for system concepts of operations, customer requirement specifications as well as able to create and present technical review material for both internal and external customers.
- Able to lead a technical team in defining system and functional block diagrams, then able to decompose into lower level functional requirements for Software, Hardware, & Test Engineering.
- Have Project Management skills in terms of understanding and developing a Work Breakdown Schedule (WBS) for an integrated schedule with milestones.
- Able to perform engineering trade studies to make proper technical, cost, schedule decisions.

**Preferred Skills**
- Experienced and knowledgeable with Matlab is a plus.
- Other Engineering tools are a plus:
  - JAMA (requirements traceability)
  - JIRA (Issue Tracking)
  - Confluence (Collaboration)

**How to Apply**

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