

Embedded Engineer: Embedded Engineer I

Designs, develops, operates and maintains software and firmware components and computing systems software; ensures components and software meet with engineering, scientific and manufacturing requirements. Applies the appropriate standards, processes, procedures and tools throughout the system development life cycle to support the generation of engineering applications and products, such as: laboratory simulation systems, aircraft flight control and display systems, mechanical and electrical systems. Interfaces with customers, suppliers, application users and other technical and support personnel.

Discretion/Latitude

Work is closely supervised. Follows specific, detailed instructions and/or guidance from more senior functional staff.

Knowledge, Skills, & Abilities

Limited use and/or application of basic technical principles, theories and concepts to specific job assignments.

Problem Solving

Develops solutions to routine technical problems of limited scope by following standardized practices and procedures.

Impact

Contributes to the completion of routine technical tasks. Failure to achieve results can normally be overcome without serious effect on schedules and programs.

Liason

Contacts are primarily with immediate supervisor, project leaders, and other professionals in the section or group.

Minimum Education and Experience

0-2+ years with a BS in designated Engineering or a related field.