

Embedded Engineer: Embedded Engineer II

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

Works under general supervision. Follows established procedures. Work is reviewed for soundness of technical judgment, overall adequacy and accuracy.

Knowledge, Skills, & Abilities

Frequent use and application of basic technical standards, principles, theories, concepts and techniques.

Problem Solving

Provides solutions to a variety of technical problems of moderate scope and complexity.

Impact

Contributes to the completion of milestones associated with specific projects. Failure to achieve results and/or erroneous decisions or recommendations may cause delays in program schedules and may result in the allocation of additional resources.

Liason

Primarily internal company contacts. Infrequent inter-organizational and outside customer contacts on routine matters.

Minimum Education and Experience

2-5+ years with a BS in designated Engineering or a related field.