Embedded Engineer: Embedded Engineer III

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 only general direction. Independently determines and develops approaches to solutions. Work is reviewed upon completion for adequacy in meeting objectives.

Knowledge, Skills, & Abilities
Complete understanding and wide application of technical principles, theories and concepts in the field. General knowledge of other related disciplines.

Problem Solving
Provides technical solutions to a wide range of difficult problems. Solutions are imaginative, thorough, practicable and consistent with organization objectives.

Impact
Contributes to the completion of specific programs and projects. Failure to obtain results and/or erroneous decisions or recommendations would typically result in serious program delays and considerable expenditure of resources.

Liason
Frequent inter-organizational and outside customer contacts. Represents the organization in providing solutions to technical issues associated with specific projects.

Minimum Education and Experience
5-8+ years with a BS in designated Engineering or a related field.