Embedded Engineer: Embedded Engineer IV

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 performed without appreciable direction. Exercises some latitude in determining technical objectives of assignment. Completed work is reviewed for desired results.

Knowledge, Skills, & Abilities
Applies technical expertise and has detailed knowledge of other related disciplines.

Problem Solving
Develops technical solutions to complex problems that require the regular use of ingenuity and creativity.

Impact
Plans and conducts assignments, generally involving the larger and more important projects or more than one project. Erroneous decisions or recommendations would typically result in failure to achieve major contract objectives.

Liason
Represents the organization as the technical contact on contracts and projects. Interacts with external personnel on technical matters often requiring coordination between organizations.

Minimum Education and Experience
8-10+ years with a BS in designated Engineering or a related field.