Software Engineer – Embedded Software (M/F)
2018-017-BE-SYS-AES-SWE

The successful candidate will be based in our main office at Sint-Stevens-Woluwe (Brussels Area). The position is in the Systems Department (comprises of 40 persons), Avionics & Embedded Systems (AES) Team. The candidate will mainly report to Avionics & Embedded Systems Team Lead.

Tasks and Responsibilities

As a member of the Avionics & Embedded Systems Team, whose activities cover the complete system and software development lifecycle for a number of projects, the successful candidate will:

• Carry out project work by contributing to the development of software solutions for spacecraft on-board critical functions following engineering standard and best practices
• Develop software specifications, design documents and performance assessments as required by the projects
• Interface with the Customers as necessary on technical topics
• Support pre-project activities by contributing to the writing of technical proposals and bringing specific knowledge and capabilities to the benefit of the Team
• Provide technical expertise and support to other Teams in the Systems Department as needed.

Qualifications and Experience

• A university degree or equivalent (i.e. Computer Science, Software Engineering) with at least 2 years’ experience in software development, ideally for aerospace applications, healthcare or automotive
• Strong experience in software design and implementation with proven engineering track in:
  – Software development methodologies (Waterfall, V Shape, AGILE/SCRUM)
  – Formal design methods (i.e. UML, HOOD) and version control tools (i.e. Subversion, GIT)
• Proficiency in embedded C/C++, scripting languages (i.e. Python, Bash)
• Good knowledge of Linux and real-time operating systems for embedded systems (preferably RTEMS, freeRTOS)
• Configuration and implementation of Network and Bus Protocols Stacks (TCP/IP, Ethernet, Mil-1553, CAN, SpW, SpFi)
• The following experience/knowledge will be considered as an asset:
  – Typical software architecture and applications in satellite projects or ISS payloads
  – Matlab/Simulink, GUI development
  – Microprocessors, microcontrollers, SoCs and FPGAs
  – Authoring project technical documentation.
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Candidates will have the following skills

• Strength to cope with schedules and deadlines
• Ability to synthesise, summarise and draw conclusions
• Ability to adhere to strict standards of confidentiality
• Ability to work in distributed international teams
• Excellent organisational and communication skills
• A proactive approach, with initiative and ability to work independently
• Excellent written and spoken English.

What Do We Offer?

• Working in a growing company with Staff located in Belgium, Germany, the Netherlands and the USA
• A professional, pleasant atmosphere with motivated and passionate staff, where autonomy and initiatives are encouraged
• An interesting remuneration package with a relocation allowance, if applicable
• A full time position with an indefinite contract of employment.

Candidates shall be eligible to work in the European Union or in possession of a European Blue Card for two or more years.

We are looking for someone to start as soon as possible

• Send your CV and Motivation Letter (both in English) to jobs@spaceapplications.com
• For this position, the contact person is Mr. Michel Ilzkovitz.