











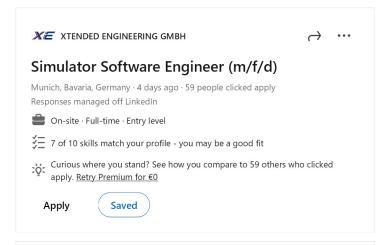








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About the job

Xtended Engineering GmbH connects qualified engineers with companies from industry and business. Our expertise covers challenging projects in automotive engineering, aerospace, rail vehicle technology, special machine construction, as well as IT & telecommunications.

At XTENDED ENGINEERING, you will be part of a team known for its practical experience, innovation, and determination. In our successful and growing company, we offer you creative and diverse tasks where you can bring your ideas to life and take advantage of our attractive career opportunities.

We not only offer our employees performance-based compensation, but also enable long-term career perspectives, starting from developing technical and social skills to advancing into leadership roles. This is achieved through tailored training programs and relevant projects, enabling sustainable career progression, for example, from a project team member to a project manager.

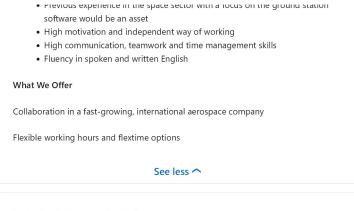
We are looking for the Bremen location.

Your Tasks

- As a member of the OHB Simulator Software Team, you are responsible for the full life-cycle development of simulation software for a variety of spaceflight missions:
- Design, develop and implement simulation models of satellite equipment and the space environment
- Continuously improve the simulation framework, user front-end and the test-/debugging interfaces and tooling
- Perform tasks along the full software life cycle, including software requirements, architecture, design, code, test, integration and documentation
- Coordinate with customers and internal software teams for the design, for reviews and the timely delivery of simulators
- Support the customer teams during mission preparation as well as during the maintenance phase of the simulators

Your Qualifications

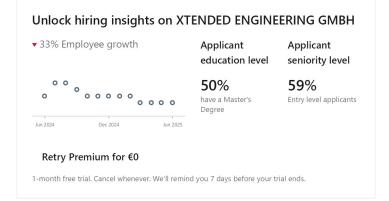
- A degree in engineering with a major or PhD in Computer Science, Electrical Engineering, Aerospace Engineering or a comparable qualification
- Proficiency in modern C++, experience with Python
- Familiarity with working in a Linux environment
- Professional experience as Software Engineer or Simulator Software Engineer would be an asset
- Knowledge of federated simulation and co-simulation techniques would be an asset
- Experience with Qt, Git, DOORS and JIRA as well as embedded software is a
- Experience with ECSS-SMP tools/environments and software standards (e.g. ECSS-E-ST-40C- or DO-178B) is an advantage

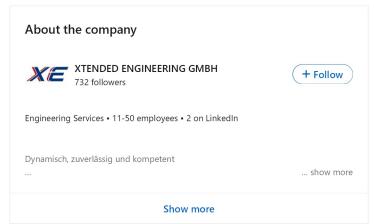


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1 school alum works here



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