
Software Engineering Job Opportunity

About the Role

The Space Science and Engineering Lab develops small satellites, called CubeSats, that collect scientific measurements in low-earth orbit. The software engineer will be in charge of developing communication software for these satellites, programming ground-station systems, and tuning radio frequency systems for space transmissions. This is a technical role that will require good programming skills and a strong ability to quickly develop with new software.



Essential Skills

- Proficient object-oriented programming abilities, especially in Python and C++
- Familiarity with Linux, specifically with bash terminal commands and software installation
- Good workflow control with Git
- At least ten hours a week of availability

Desired Skills

- Experience using Docker and Docker Compose
- Proficient Matlab and Ruby coding skills
- Knowledgeable with micro-controller programming and troubleshooting
- Database development experience with InfluxDB, implementing Flux and Grafana to intelligently display data
- Experience with digital signal processing for radio frequency systems, including software implementations of packet framing, signal modulation/demodulation, and error checking

Apply

To apply, send a resume to ryan.barna@student.montana.edu and CC tyler.holliday@montana.edu and larry.springer@montana.edu.