A leading independent drone delivery company intends to hire **three (3) Lead Software Engineers** and multiple **Technical Software Engineers**. The **Lead Software Engineers** and **Technical Software Engineers** will develop the company's autopilot, ground control, user interface and integration software. These are ground-floor software development roles for a hyper-growth startup. The company likens their culture and environment to that of a Skunkworks, and the work is detail oriented, and extremely fast paced. This position will be based in **Nevada**.

To achieve the mission for this position, the Lead Software Engineers and Technical Software Engineers must produce the following software systems:

1) **Autopilot**: Create the software for the company's autopilot system. This will be aerospace and defense level autopilot built with a mindset of safety, reliability, and certifiability. Experience with autopilot software used in VTOL vehicles is ideal, rotorwing is secondary, and fixed wing is acceptable.

2) **Ground Control**: Create the software for ground control systems that autonomously manage multiple deliveries and multiple vehicles. Create the software for the network or marketplace that, when someone requests a drone, the nearest is ordered for them. These systems are somewhat analogous to the flight management system on an aircraft, and air traffic control tower.

3) **Interface and Integration**: Create the software that integrates the order process from the partner side (i.e. the company from whom the goods are being ordered), with the end customer / end user (i.e. the individual ordering the goods / to whom the goods will be delivered). In both instances this requires building robust yet simple to use software systems with a critical focus placed on customer experience. Such systems will include GUI and app development.

The ideal candidate will have the following education, work history, knowledge and skills.

Education: Bachelors' Degree in Engineering, Computer Science, or Information Systems required. May substitute equivalent experience in lieu of education.

Experience: Prior coding experience in an aerospace or defense environment is required. The ideal candidate will have worked on vehicles or systems supporting VTOL, rotorwing, or fixed wing aircraft. For the **Lead Software Engineers**, prior management experience and experience writing code in at least one of the following areas is required: autopilot systems, ground control systems or GUI and app development experience. The **Lead Software Engineers** should be able to collaborate together, devise and visualize how all software (autopilot, ground control, and GUI and mobile app) will work together.

Knowledge and skills:

- Expertise in one or more programming languages, including Java, C++, C#, etc.

- Understanding of FAA certification, including design of software under DO-178 is highly desirable.

- Ability to build with robustness and practicality in mind – the company is seeking the thoroughness of aerospace vs. the patchwork of tech. This role also requires practical real-world application, not theoretical or academic.

- Any experience with any combination of the following are highly desirable: Unmanned Vehicles (aerial or ground), Algorithms for Autopilot, Model-Based Design and/or Test, Command & Control, Sense & Avoid, TCAS (Traffic Collision Avoidance Systems), Autonomous Traffic Control Systems, Ground Control Stations, Flight Controls or Cockpit Avionics Systems, Machine Learning, Mission Sequencing/Systems, Payload Control, Redundancy, Uplink/Downlink Packet Software Encoding/Decoding, GNC (Guidance, Navigation & Control), Model-based Design and/or test, Inertial Sensors, Swarming, Safety Critical & Real Time Platforms, Multi-Vehicle Network Architectures, GUI and App Development, CMMI, DO-178B.

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