



Senior Software Engineer

Start-up description

Space Products and Innovation (SPiN) is a leading provider of modularity solutions for the space sector, offering satellite integration solutions to transform satellites to modular systems, empowering satellite manufacturers to spend high-value time and money where it counts: pursuing new ventures. In addition to MA61C, an intelligent plug and play data node to integrate satellite components off the shelf without user intervention, SPiN provides a service to design satellites in a flexible concept using model based system engineering methodology. Founded in 2020, SPiN Inc. has sister companies in Germany, Italy, the UK and Luxembourg. In 2022, SPiN GmbH launched its first CubeSat to demonstrate its technology in orbit. In 2023 SPiN completed a NASA SBIR Phase 1 contract, including a build and demonstration of a MA61C adapter. More information can be found at <http://www.spinintech.net/>.

Job purpose


The senior embedded software engineer shall be a part of the software development team. This person shall be responsible for developing, implementing, and maintaining drivers, API, and software on MA61C products. This includes designing plug-and-play functionalities for new subsystems, improving the existing run time, and validating and verifying the new functionalities.

Duties and responsibilities

- Embedded software development
- Development of embedded C in space-borne processors
- Development of functions for the API in C++
- Validation and verification with hardware in the loop
- Drivers Database management
- Defining/implementing requirements along with ensuring that the software meets the required performance.
- Implementation of test software, scripts for functional tests, HiL tests, and hardware-software integration testing
- Support in software verification and validation, support in functional test verification
- Software design documentation and test plans
- Research into new technologies for next-generation products
- Participation in solving interdisciplinary challenges
- Maintenance of software applications, including fixing bugs, making updates, and addressing issues that arise after deployment, along with customer support (if necessary).

Qualifications

- MSc/PhD in Electrical, Computer Science or similar
- 2 to 5 years of experience working in the Space Industry with knowledge of spacecraft subsystems
- Experience in embedded programming C/C++ for LEON (SPARC V8)
- Knowledge of real-time embedded OS, test tools, software and coding standards
- Experience working with Microprocessors
- Experience working with Eclipse
- Familiarity with the use of version control software
- Experience developing system-level documentation such as Software design descriptions, Test procedures/Reports, etc.
- Knowledge of debugging with hardware in a loop

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- Knowledge of working with measurement equipment such as oscilloscopes, and multimeters is a plus
 - Knowledge of Java and VHDL is a plus
 - Fluent in English

Working conditions

- Remote. Option to work from our office in Albuquerque, New Mexico.
- Start date: Q3 2024

Additional requirement - To conform to U.S. Government space technology export regulations, including the International Traffic in Arms Regulations (ITAR) you must be a U.S. citizen, lawful permanent resident of the U.S., protected individual as defined by 8 U.S.C. 1324b(a)(3), or eligible to obtain the required authorizations from the U.S. Department of State.

Please send CV and motivation letter to: tal.azoulay@spinintech.net