

US Citizens only, approximately 20 hours/week for 3-4 months

Programmer/Systems Integration Engineer

Description:

The Warfighter Human Systems Integration Lab is seeking applicants to develop and/or modify existing research test-beds used to measure human performance in a supervisory control (unmanned systems) application domain.

- Develop user interface for interacting with existing simulation/rendering environments (e.g. Unity, VBS2, VT MAK)
- Script scenarios in serious game packages
- Collect and integrate data from multiple sources (e.g. eye tracking, keystroke logging, simulation events) into a single timeline/log
- Work directly with researchers to identify platform requirements

Critical Skills:

- Fluent in one of the following: Java/C++/C#
- Programming experience within simulated environments/serious games
- Interface Design or web-based enterprise application development

Desired Experience:

- Serious game development
- Experience with HLA, DIS, Unity, VBS2, VT MAK
- Experience developing visualizations within mapping tools such as WorldWind or Google Earth

Basic Qualifications:

- Bachelor's degree or equivalent combination of education and experience in computer science, information systems, or related field preferred
- Experience working with software design principles

Other Qualifications:

- Strong analytical and creative problem solving skills to resolve highly complex software design issues and create new software for one or more products
- Good communication skills to interact with team members and senior support personnel
- Ability to work independently and as part of a team

Interested applicants should please contact Joseph.Coyne@nrl.navy.mil or Ciara.Sibley@nrl.navy.mil