

Senior Systems Engineer Virginia Beach, VA Area

Description: Seeking a highly motivated individual to function as an advisor to the Chief Engineer in developing and managing the technical activities of the Training System Directorate. Specifically, work with the Lead Systems Engineer in authoring system engineering documents, tracking, monitoring, and reporting documents program milestones. The successful candidate will possess knowledge of the SSDS and Aegis combat system, a working knowledge of interface design and documentation and have the ability to work in a fast paced, dynamic work environment. A working knowledge of integrated training systems is highly desirable. Must be a proven self-starter with an ability to interact effectively with senior military, industry and allied/coalition partners.

Tasking: Tasking may include, but is not limited to, the following:

- Support the System Engineering effort in the development of engineering documentation, including technical briefs, white papers, concept papers, and weapon specifications, as necessary.
- Support program Information Security requirements, updating security documentation such as (but not limited to) the BFTT Security Classification Guide.
- Support the system integration effort by the development of documentation including (but not limited to) technical briefs, concept papers and weapon specifications.
- Attend technical and programmatic meetings representing the BFTT Chief Engineer and/or Lead Systems Engineer. In this role, provide current technical and programmatic information to the attendees or report status and issues back to the Chief Engineer and/or Lead Systems Engineer.
- Provide a wide range of support to U.S. Navy acquisition Program Managers, Field Activities and staff in the areas of requirements definition, development and implementation of integrated, open architecture warfare and training systems of systems.
- Plan, prepare for, facilitate and support senior-level and Field Activity program management personnel at key meetings with government and industry partners.
- Conduct briefings for senior-level personnel as required supporting the goals, objectives and success of the program.
- Provide recommendations regarding training systems, architectures, configurations and learning methodology applications as applied to the military learning environment.
- Conduct research and provide analyses on various subjects and issues of concern to the program management team.
- Prepare and review decision option, evaluation, position, integration, engineering, and guidance documents as required.

Education: A Bachelor's Degree from an accredited college or university in Systems Engineering or other technical field is required. In lieu of a degree, 10-plus years work experience in program management and/or modeling and simulation-based U.S. Navy training systems may be substituted.

Required Experience/Knowledge/Skills:

- Experience supporting various combat systems on US Navy Destroyers, Cruisers Carriers and Amphibious ships is required
- Experience working in the Combat Information Center (CIC) on Navy Warships in both training and tactical environments is highly desired.
- Minimum of 10 years' experience in the U.S. Navy, including mid-grade experience at sea on ships is highly desired.
- Knowledge of U.S. Navy Surface Ship Combat Systems and synthetic training required.
- Experience with interface documents and weapons specifications on US Navy ships is required
- Experience working with NAVSEA and OPNAV organizations is highly desired.
- Project/Test planning and execution experience is highly desired.
- Experience in Modeling and Simulation is desired.
- Excellent communication skills (written and oral) are required.
- Proficiency in Microsoft Office
- U.S. Citizenship is required.
- Applicants selected will be subject to a government security investigation and must meet eligibility requirements for access to classified information.

Travel: CONUS and OCONUS travel may be required.