



JOB DESCRIPTION

Position: Information Technology - Software Engineer

Clearance: US Citizen

Shift: 4/10-A, Telework < 50%

Location: Orlando, Florida

Grit Government Solutions is currently looking for a Software Engineer for its Customer in Orlando, FL.

Key Responsibilities:

- Plans, conducts, and coordinates software development activities, designing, developing, documenting, testing, and debugging software that contains logical and mathematical solutions to business/mission problems or questions in computer language for solutions by means of data processing equipment.
- Applies the appropriate standards, processes, procedures, and tools throughout the development life cycle, utilizing knowledge of computer hardware and software, subject matter to be programmed in business/mission applications, information processing techniques used, and information gathered from system users to develop software.
- Candidate will also have experience with game engine technology, specifically Unreal Engine, and proficiency in C++ programming language, leveraging these skills to design, develop, and implement software solutions.
- Corrects program errors, prepares operating instructions, compiles documentation of program development, and analyzes system capabilities to resolve questions of program intent, output requirements, input data acquisition, programming techniques, and controls, ensuring software standards are met.

Preferred Skills:

- Unreal Engine Development 4-6 years
- C++- Advanced Level 4-6 years