SECURIFENSE

POSITION: Software Engineer – Architect / Application Developer
LOCATION: National Capital Region (Andrews AFB and Pentagon Offices)
SECURITY CLEARANCE: Secret / Top Secret Eligible

Position Description:

In support of HQ USAF Sponsored or Supported Wargaming, the Contractor shall conduct the development, enhancement, maintenance, and support of the Government-owned GameNet system. GameNet includes some M&S tools and applications that support the wargame planning, execution, data collection processes.

Responsibilities:

- Design and develop IT solutions for wargames
- Develop software applications to support wargame design and analysis plan (and have the ability to write/code software)
- Build front-end and back-end software components with an emphasis on JavaScript that follow industry-standard design patterns, methodologies, and deployment models
- Collaborate with focused team to create robust software throughout the product development lifecycle
- Take initiative to solve complex front-end and back-end problems
- Help ensure software architecture and implementation is consistent, efficient, robust, and scalable
- Evolve your development language skills by staying current with complementary languages, methodologies, and software design techniques

Required Relevant Skill Areas:

- Working Knowledge of JAVA, JavaScript, C#, ESRI JavaScript API, ESRI ArcMap, ESRI Server, SQL Server, KML
- Highly proficient in data manipulation using existing and custom created tools and custom created tools methods
- Comfortable interacting with senior military officers, higher headquarters, and distinguished leaders and peers of the interagency community.

Minimum Experience / Education:

- Bachelor's Degree
- 5 years of related software development experience and developing technical tools