

Java developer

There is a job opening for a Java developer in Electronic Warfare Modeling and Simulation at the United State Naval Research Laboratory. The primary responsibility is maintaining and enhancing the Interactive Scenario Builder (http://en.wikipedia.org/wiki/Interactive_Scenario_Builder) along with a team of six other software developers. This is a Java based project based on Swing, Java 3d, and GDAL libraries. The team uses an agile development process centered around git and trac. Experience with any of these technologies is a plus, but not required. The team highly values good communication and a firm grasp of software design principles and computer science fundamentals.

Applicants should have:

- CS degree or equivalent
- 3.0 GPA
- Knowledge of object oriented principles and design

Experience in the following fields helps but is not required:

- Java
- Java Swing
- Open GL, JOGL, or other 3d graphics libraries
- NASA World Wind
- XML and XML Schema
- Geographics Information System tools, libraries, and data
- Distributed and service oriented architectures
- Electromagnetic Physics

U.S. citizenship is required, and you must be able to obtain a security clearance.

For more information or to apply contact me:

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