GLOBAL SCIENCE & TECHNOLOGY, INC.

Software Architecture Engineer

Job Description

As a Software Systems Engineer you will develop independent software architecture models on science mission projects and perform analysis of the projects architecture using the models as a reference.

Activities include:

Modeling: Development of the Software Architecture Model (SAM)

1. Develop Use Cases and various UML diagrams (e.g., Class Diagrams, Activity Diagrams, Sequence Diagrams, Communication Diagrams, Statecharts, etc.) that represent the behaviors and behavioral constraints of the software architecture.
2. Develop executable models of systems or subsystems.
3. Perform model checking.
4. Verify Software Architecture and interface design.
5. Supporting Project Milestone/Technical reviews (e.g., SRRs, PDRs, CDRs, TRRs)
6. Develop Technical Reports and Trip Reports.

Background & Experience (including education, skills work activities)

Candidates should possess a B.S. or M.S. Degree in Electrical Engineering, Aerospace Engineering, Software Engineering, Computer Science, or related field.

1. **Minimum required:**
    a. Must be able to obtain a secret security clearance.
    b. 6+ years experience in the following disciplines and tools:
    c. Object Oriented Design methods, UML processes and tools such as development of Use Cases, Activity Diagrams, Class Diagrams, State Charts/State Machine Diagrams, Sequence Diagrams, Communication Diagrams,
    d. Design and analysis of real-time software architectures.

GLOBAL SCIENCE & TECHNOLOGY, INC.

Software Architecture Engineer (continued)

2. **Desired:**

   a. Knowledge and experience related to the application of Service-Oriented Architecture (SOA) in development and integration of software systems.

   b. Experience related to NASA Space Systems software strongly preferred.

   Familiarity with the following:

   c. Borland-Together tool

   d. StateRover tool

   e. Rational Rose and RequisitePro tools

   f. MKS Integrity tool

Please send resumes to kay.connor@gst.com