



Software Developer

Start-up description

SPiN is a leading provider of modularity solutions for the space sector. It offers satellite integration solutions to transform satellites into modular systems, empowering satellite manufacturers to spend high-value time and money pursuing new ventures. In 2023, SPiN completed a NASA SBIR Phase 1 contract, including building and demonstrating an MA61C adapter. More information can be found at <http://www.spinintech.net/>

Job purpose

The Software Developer will be part of the software team of SPiN and will be responsible for supporting the implementation of the embedded software on the MA61C adapter. This includes designing plug and play functionalities for new subsystems, improving the existing run time, and validation and verification of the new functionalities.

Duties and responsibilities

- Embedded software development
- Windows and Linux API development
- Validation and verification with hardware in the loop
- Database management
- Documentation
- Requirements definition
- Research into new technologies for next-generation products

Qualifications

- MSc in electrical, computer science, aerospace or similar
- Experience in embedded programming C/C++
- Experience working with microprocessors
- Experience working with Eclipse
- Knowledge of spacecraft subsystems is an advantage
- Fluent in English

Working conditions

- 50% position
- Remote. Option to work from our office in Albuquerque, New Mexico.
- Start date: Q3 2024

Additional requirement

Applicants must be US citizens, lawful permanent residents of the USA, protected individuals as defined by 8 USC 1324b(a)(3), or eligible to obtain the required authorisations from the US Department of State, in order to comply with the US Government space technology export regulations, including the International Traffic in Arms Regulations (ITAR).

Please send a CV and motivation letter to HR@spinintech.net