

**Long Wave Inc. Job Posting**

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| **Date:** | **September 16, 2024** |
| **Position Title:** | **Software Engineer - High-Fidelity Simulation Systems** |
| **Department/Location:** | **Engineering Department / Midtown OKC, OK** |

**Role Overview:** We are seeking a highly skilled Software Engineer to join our team in developing advanced simulation systems for naval tactical equipment. This role involves replicating the functionality of the U.S. Navy’s Los Angeles-class Weapon Launch Console and Virginia-class submarine torpedo room with meticulous attention to detail. These systems are pivotal in setting new standards for low-cost, high-fidelity training solutions, specifically within the **Multipurpose Reconfigurable Training System (MRTS) 3D®**.

**Essential Responsibilities:**

1. Design and implement software that accurately replicates the functionality of naval weapon launch consoles and torpedo rooms, ensuring high-fidelity simulation of tactical shipboard equipment within the MRTS 3D® framework.
2. Develop and integrate touch display panels that allow operators to perform all necessary steps to load, arm, and launch torpedoes or cruise missiles in a realistic 3D environment.
3. Program valves to emulate real-world characteristics such as “stuck,” “easy to turn,” “hard to turn,” and “sticky,” enhancing the realism of the simulation.
4. Conduct thorough testing and validation of the simulation systems to ensure accuracy and reliability, adhering to the highest standards of quality.
5. Work closely with cross-functional teams, including naval experts, to deliver comprehensive training solutions.
6. Stay updated with the latest advancements in simulation technology and incorporate innovative features to maintain the cutting-edge nature of our training systems.

**Work Conditions:**

Employee will be working within an office environment.

**Job Requirements:**

*Minimum Requirements:*

* **Educational Background:** Bachelor’s or Master’s degree in Computer Science, Software Engineering, or a related field.
* **Technical Expertise:** Proficiency in the C# programming language. Experience with 3D simulation software or 3D game engines preferably Unity3D or Unreal and touch display technologies. At least some exposure to Learning Management System (LMS) tracked training, preferably Moodle.
* **Attention to Detail:** Exceptional attention to detail to ensure the accuracy and realism of the simulation systems.
* **Problem-Solving Skills:** Strong analytical and problem-solving skills to address complex technical challenges.
* **Team Player:** Excellent communication and collaboration skills to work effectively within a multidisciplinary team.

**To Apply:** <a href='https://secure6.saashr.com/ta/6179114.careers?ApplyToJob=570874418'>Apply For This Job</a>

**EOE AA M/F/Vet/Disability**