

# R2017924 - Java UI Developer, Lunar Rover Driving Software

Software Engineer IV

Hassan Eslami – Hiring Manager

NASA, working with private industry, is planning our return to the Lunar Surface. For the first time since 1972, we are planning boots on the Moon. For the first time ever, we will conduct Lunar Polar explorations on the surface. These explorations will include both human and robotic missions. Join the team planning the first robotic lunar polar surface exploration. At NASA in Silicon Valley, we are designing a Lunar prospecting mission to search for water ice in a polar region on the Moon. This rover will launch as early as 2022.

If you would like to be part of the team writing the software for driving a rover off-world, and you are a skilled software developer who is passionate about your work, join our team. You will be writing the user interface for VERVE (Visual Environment for Remote Virtual Exploration), the software that will be used for real-time rover driving on the Moon.

## Required Skills & Traits:

- Advanced degree in Computer Science or equivalent industry experience
- Expert knowledge of Java (6+ years experience)
- Deep experience designing and implementing user interfaces with SWT and JavaFX, or similar Java UI frameworks (4+ years experience)
- Familiarity with Java based service framework and plug-in technologies, such as OSGi, Eclipse RCP, or NetBeans Platform (4+ years experience)
- Strong object-oriented design and implementation skills
- Experience creating intuitive user interfaces for complex interactive applications
- Experience with data binding and auto generated user interfaces

## Other Desired Skills:

- Experience with build management systems such as Tycho/Maven
- Exposure to robotics or computer vision
- Experience with mapping and 3D terrain software (e.g., GIS, OSGeo tools)
- Familiarity with interactive 3D graphics, including OpenGL, game engine design, and scene graph architectures

## *Special Instructions to Recruiter:*

*B.S with 8+ years of experience would work. The key is: Senior engineer with lots of applicable experience who is able to traverse the learning curve quickly, be a subject matter authority, work in a fast pace and rather dynamic team with aggressive schedule.*