



Graphics Software Developer- Entry Level

Leidos

Bethesda - MD (United States)

Job

Location: Bethesda, MD

Category: Software Development

Schedule (FT/PT): Full Time

Leidos currently has an immediate opening for an entry **Graphics Software Developer**, supporting multiple US Navy programs located in Bethesda MD.

Leidos' High Fidelity Simulation Business Area is responsible for architecting and implementing large-scale System of Systems solutions in support of world class simulation, training, and analysis products for the US Navy. We are looking for an energetic, motivated, independent, self-starter for a challenging position supporting a dynamic organization that develops and produces state of the art training systems. This position requires US citizenship and the ability to obtain a DoD Secret security clearance.

You will develop software as part of the team creating three dimensional graphics systems including a submarine periscope simulation, a submarine bridge simulation, and a ship weapons simulation. This code is used in a variety of naval training and simulation systems. All software is developed in a Linux environment, and written primarily in C++, Java, and Python, utilizing various software packages (boost, NumPy, and MPI).

Your responsibilities will include, but will not be limited to:

- Full lifecycle software development, including requirements analysis, designing, coding, unit testing, integration testing, and verification and validation testing.
- Develop sophisticated, real-time software to enhance the fidelity of visual simulations. A background in physics or mathematics is useful to implement physics-based enhancements to the training and simulation systems.
- Develop new code and maintain, refactor, and extend of existing code under an agile development approach.

Required Qualifications

- BS in Computer Science or Computer Graphics.
- US citizenship and ability to obtain DoD interim secret clearance prior to starting.
- Must have past experience with, and demonstrate the skills and capabilities to successfully execute the duties and responsibilities of this position.
- Must have strong knowledge of object oriented development and data structures, be able to adhere to identified coding standards, have experience with version control systems, and have good familiarity with Linux.
- **Must have prior experience with and strong foundational knowledge with graphics programming, such as with the OpenGL API/GLSL or equivalents. Must have prior experience with OpenSceneGraph, Ogre, Delta3D, or similar engines.**
- Must demonstrate a general commitment to excellence, a dedication to producing quality work results, and be committed to customer service. Must be well organized, able to plan and prioritize assignments, able to effectively handle multiple tasks simultaneously, and able to work in a fast paced environment under deadlines.
- Must be a flexible, positive and energetic team player, able to work successfully in a team environment, able to work with minimal supervision, able to communicate effectively both verbally and in writing, be courteous and professional when interacting with colleagues and customers, demonstrate a solid ability to identify and solve problems, and able to learn and apply new skills.

Desired Experience

- Experience with physics-based modeling and visual simulation systems, or real time graphics programming
- Experience with high performance computing
- Experience with C++ or Java, and scripting languages such as Python or bash
- Experience with developing for commercial Virtual Reality headsets
- Experience with HLA/RTI systems
- Exposure to 3DS Max, Maya, Photoshop, or similar modeling tools
- Knowledge of graphics hardware and GPU internals
- Exposure to unit testing, continuous integration and code reviews

TO APPLY: <https://careers.leidos.com/jobs/6174025-graphics-software-developer-entry>