

Job Specification

Synthetic Environment/Digital Simulation Engineer

Responsible to: Principal Engineer

Grade Senior

Salary: To be agreed

Hours of work: 37 hours per week

Work location: Oakley, Bedford

Role Purpose:

You will be required to development and run of Synthetic Environments and simulations within Blue Bear covering to fully simulated through to Live, Virtual and Constructive (LVC) scenarios, integrating UAV simulations with wider distributed simulations.

Key Responsibilities

- Developing Blue Bears Digital Twin environment
- Updating the Man-in-the-loop flight simulator
- Bringing external data (ADS-B, AIS, Weather, etc) into the synthetic environment
- Integration of virtual sensor models into the synthetic environment
- Creating 3D models of UAVs and other vehicles for visualisation in the synthetic environment
- Creating 3D terrain models from available imagery and elevation datasets
- Sourcing additional datasets for the synthetic environment

Essential Skills

- DIS/HLA
- GIS systems (QGIS)
- 3D Model creation
- Terrain modelling

Additional skills

- MS Flight Simulator
- ADS-B, AIS,
- Unreal Engine
- SIMDIS

- Programming Experience (C++, Java)