



ESO
European Organisation
for Astronomical
Research in the
Southern Hemisphere



Training Opportunity for Portuguese Trainees

| Title | Duty Station |
|---|--------------------------|
| Software Engineer ELT Control Software | ESO HQ, Garching/Germany |
| Control Software and Engineering Department <p>The Control Software and Engineering department (CSE) within the Directorate of Engineering (DoE) is responsible for specifying, analyzing, designing, implementing, verifying and maintaining control systems and is responsible for the development of control software for (optical and radio-) telescopes and astronomical instruments over the full software lifecycle. CSE is supporting all ESO's projects, in particular the Extremely Large Telescope (ELT). The ESOcast 186: Engineers at ESO gives a glimpse of the engineering work done in the Directorate of Engineering: https://www.youtube.com/watch?v=thft_cCRo5g#action=share</p> | |
| Proposed field of activity: <p>The successful candidate will have the opportunity to work within the 3 software groups of the Control and Software Engineering Department and to use the latest software technologies chosen for the development of the ELT Control System.</p> <p>Infrastructure and Integration (CISI):</p> <ul style="list-style-type: none">• Get familiar and support the ELT development and test environment• Contribute to the test of ELT control software and the integration of the different parts. <p>Observatory Control SW (COCS):</p> <ul style="list-style-type: none">• Contribute to the development of the ELT control software parts that are developed at ESO like the central control system (CCS) or the local supervisors (LSV) <p>Instrument Control SW (CINS):</p> <ul style="list-style-type: none">• Contribute to the development of the ELT instrumentation framework (ICS) | |
| Required education: <p>Applicants should have completed or be in their final year of a university course at masters level in computer science. Good practical experience in software development, preferred with distributed real time systems, is needed. Operating systems: Linux Programming languages: C/C++ Tools: JIRA, Jenkins, Git</p> <p>Candidates must be fluent in English (both spoken and written), ESO's official language.</p> <p>Candidates should have good interpersonal and communication skills and should be able to work in a multi-cultural environment, both independently and as part of a team.</p> | |