Industry: Aerospace & Defense

Position: GUI Developer (Avionics & Simulator Systems)

Experience: 3+ Years

Education: B.E./B.Tech./M.E./M.Tech. in **Computer Science, IT, Electronics, Electrical, ECE, or Instrumentation** from a recognized university.

Preferred Criteria:

- **70% aggregate or equivalent CGPA** in BE/ME/MTech.

- **GATE Score of 60% or more** (Desirable, Optional).

- Experience in **Avionics or Simulator Software Development** from reputed MNCs or aerospace companies in India or overseas.

Role Overview:

- Design and develop **graphical user interfaces (GUIs)** for avionics applications and flight simulators.

- Implement **real-time graphics and data visualization** for aerospace systems.

Responsibilities:

- Develop **interactive, high-performance GUI applications** for avionics and simulators.

- Work on **3D rendering and real-time data visualization**.

- Implement **user-friendly, safety-critical interfaces** for pilots and engineers.

- Ensure compliance with **DO-178C, ARINC 661** avionics software standards.

- Collaborate with **software engineers and avionics domain experts** to integrate GUI with backend avionics systems.

Required Skills:

Programming: C++, Java, C#/.NET
GUI Frameworks: Qt, OpenGL, JavaFX, .NET WPF
Embedded UI Development: Experience with real-time GUI applications (Preferred)
Design Tools: Rational Rhapsody/Rose (Optional)
Aviation GUI Standards: DO-178C, ARINC 661 (Preferred)