

Software Engineer

Global Combat Systems (GCS) develops Armoured Fighting Vehicles, Light Guns, Howitzers and Munitions at sites across the UK and Sweden. Current Software projects include turret control systems for two new turrets currently under competition from the UK MoD, Hydraulic Control Systems for excavators & bridge layers, Training Simulators and much more. GCS works on software projects independently as well as with our technology partners Insyte (BAE Systems' Software and Systems house).

Software Engineers in GCS are often involved in the full life cycle from requirements through to integration and testing. This is often reflected in the placements available to graduates giving the opportunity to develop skills in all areas of software development. The graduate scheme within GCS provides a great level of flexibility allowing graduates to find placements that suit their development needs, interests or aspirations whether in their current knowledge base or something totally new. GCS produces products that are at the forefront of Armoured Fighting Vehicle and Weapon technology. There are opportunities to get real hands-on experience as well as interface with the end users and MoD subject matter experts. The business also actively encourages chartered partnership with graduates with technical mentors to provide support.

As a Software Engineer in GCS graduates will be expected to work as part of a team and actively contribute to developing reliable, maintainable, expandable applications to recognised industry standards (ISO9001). In return the business will provide the opportunities and support for you to drive your career and determine your future.

If you have a real interest in software development, are determined, pro-active with strong team working skills you can make a real difference at BAE Systems.