

**PILOT VEHICLE INTERFACE DESIGN TEAM LEAD ENGINEER**  
**El Segundo, California**



You would support various product development teams, for both manned and unmanned systems in our Advanced Design Engineering environment. Specific responsibilities include:

- Deriving functional crew station tasks based on platform mission requirements.
- Evaluating PVI concepts, from the aircrew perspective, that effectively manage and employ complex multi-sensor information fusion systems.
- Developing PVI specifications.
- Interpreting those specifications for human factors, systems and software design team members.
- Testing of pilot-vehicle interfaces for manned aircraft and of human/system interfaces for unmanned systems.

In addition, you will act as responsible engineer interfacing with customers and suppliers in matters relating to overall PVI system design, integration and testing. You will have an impressive array of simulation and modeling tools available to the team including the distributed simulations systems in our Cyber Warfare Integration Network.

**Basic Qualifications:** A BS degree in Engineering, Science, or Mathematics with a minimum of 9 years of experience including experience as a pilot of current / recent U.S. fighter/strike aircraft employing multiple targeting sensors. Experience should emphasize operations in the air-to-surface role.

**Preferred Experience:** Air-to-Air experience and experience in formation tactics, particularly associated with the employment of multiple on-board targeting sensors across a flight of aircraft, is highly desired.

**FOR IMMEDIATE CONSIDERATION CONTACT: [cris.cristina@ngc.com](mailto:cris.cristina@ngc.com)**

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