EXTERNAL ADVERT	
Job Title:	Engineer: Application Software

S-PLANE is looking for an exceptional and passionate Software Engineer/Developer to join its dynamic Application Software Team. The successful candidate will become part of an application software development team responsible for developing software for user applications. S-PLANE performs formal software development for highly reliable safety-critical and mission-critical systems.

Qualified individuals are invited to submit their applications to careers@s-plane.com. Applications should comprise of a cover letter, CV (including 2 to 3 references), proof of tertiary qualifications and a tertiary academic transcript. The closing date for the current round of applications is **30 October 2026**. However, strong candidates may be considered at any time, subject to availability of positions.

1. ROLES AND RESPONSIBILITIES

Includes the following, but is not limited to:

1.1. Development of application software, mainly for operator-facing, mission-critical software used in C2 and ISR systems;
1.2. Take ownership of features from requirements through design, implementation, and testing for front-end and back-end development;
1.3. Research and understand new domains and technologies sufficiently to understand user requirements and implement features;
1.4. Assist with S-PLANE's production efforts related to application software;
1.5. Play a major role in the generation of outputs for projects, including design, testing, documentation, production and verification artefacts;
1.6. Implement S-PLANE engineering processes, plans and policies as applicable to a specific project; and
1.7. Perform minor support roles within the company, if required.

2. REQUIREMENTS

2.1. Minimum Qualifications

Bachelor's Degree in Computer Science (BSc) or Engineering (BSc Eng. / BEng).

2.2. Required Skills and Experience

2.2.1. Proficiency with one or more general-purpose programming languages: C++, Java etc;
2.2.2. Proficiency with one or more scripting languages: Python, Bash, PowerShell etc;
2.2.3. Understanding of object-oriented design and common software patterns;
2.2.4. Experience with collaboration using version control software such as Git, Subversion, or Perforce; and
2.2.5. Experience working in a team using Agile methods and/or issue tracking software such as Jira.

2.3. Recommended Skills and Experience

2.3.1. 2-3 years of relevant industry or post graduate experience will be advantageous;
2.3.2. Modern C++ experience, especially C++11 and onwards;
2.3.3. Markup languages and associated technologies including XML, XSLT, XML Schema, JSON, YAML; and
2.3.4. Master's Degree in Computer Science (MSc) or Engineering (MSc Eng. / MEng).

2.4. General skills

2.4.1. Ability to learn fast and absorb new information quickly;
2.4.2. Ability to work as part of a team and collaborate on large projects;
2.4.3. Ability to work independently;
2.4.4. Strong problem-solving skills; and
2.4.5. High standard of communication skills in English (both verbal and written).