USN Air Combat Analyst (Civilian)

Position details:

Air Combat Analyst (Civilian) – Engineering and Scientist Development Program
Air Combat Effectiveness Branch (NAWCAD 1.1.2)
Naval Air Warfare Center – Aircraft Division
Target Audience: **Individuals graduating in/before Spring '24 (Full-time openings only at this time)**
Location: **Patuxent River, MD**

The work we do:

- Assess the performance of existing and conceptual missiles, aircraft, and sensor suites
- Analyze via modeling and simulation the overall combat capabilities of sub-systems (e.g. radar, IRSTs) and systems-of-systems (e.g. many aircraft employing coordinated tactics) in achieving military objectives
- Maintain air-to-air combat expertise via interaction with fleet and fleet exercises
- Interact closely with fighter pilots (TOPGUN) to determine current and future needs
- Analyze data, identify driving factors, and present findings to senior leadership

We are seeking U.S. citizens who:

- Are security clearance eligible (**required**)
- Work well in a lively and collaborative environment
- Are interested in working with an evolving set of problems that are conducive to both broad scope analysis and deeper specialization as desired
- Desire to build and modify the tools needed to solve new problems rather than repeatedly applying existing toolsets
- Have a strong interest in tactics and/or fighter aircraft

Subject areas we are interested in:

- **RF Engineering**
  - Sensor evaluation and implementation, signal processing, circuit design
  - Sensor fusion and track filtering
  - RF signature
- **IR Engineering**
  - Mid-wave/long-wave signature and detection
  - Atmospheric modeling and analysis
- **Aerospace Engineering**
  - Aircraft performance, dynamics
  - Guidance and control development and analysis
- **Software/Tool Development**
  - Languages of Interest: Python, C++, FORTRAN, Matlab
  - Data visualization/plotting
- **Statistics and Design of Experiments**
  - Analyzing simulation-generated data to determine trends

Points of Contact:

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"People, ideas, hardware—in that order."

-John Boyd