



# POSITION DESCRIPTION

<b>Position Title:</b>	Maritime Simulation and Wargaming Systems Developer
<b>Position Reference Number:</b>	ECRJOAD006b
<b>Division</b>	Joint and Operations Analysis Division
<b>Position Classification:</b>	S&T3-4 Above
<b>Position Location:</b>	DST Sydney – Eveleigh NSW
<b>Security Level:</b>	NV1
<b>Enquiries:</b>	Vern Dutschke, <a href="mailto:Verran.dutschke@dst.defence.gov.au">Verran.dutschke@dst.defence.gov.au</a> , Tel (02) 9381 0038

## Academic Disciplines

Aerospace/ Aeronautical Engineering, Naval Architecture	Chemical, Radiological, Biological, Food sciences	Materials Science
Computer Sciences, IT, Software Engineering, Telecommunications	Mathematics and physics	Psychology and Social Sciences
Mechanical and Mechatronic Engineering (including robotics)	Electronic/ Electrical Engineering	Other

## Position Overview

The Maritime Capability Analysis (MCA) Branch in Sydney is looking for an enthusiastic Maritime Simulation and Wargaming Systems Developer. Come and join the team that addresses difficult questions about how Australia’s warships should be made ready to go to sea, deploy to where they are needed, and fight to win. As the ideal candidate you have the passion and ability to think critically about problems and provide insights by applying computing, simulation and wargaming approaches to studies that inform the Navy’s future. This position will give you the opportunity to exploit state of the art DST private cloud and HPC infrastructure, apply GPU computing, work with Data Scientists and implement machine learning algorithms.

Your knowledge in science & technology will equip you to improve how research, simulation and wargaming is conducted in support of the Navy today; your desire to innovate will drive you to imagine ways that it can be conducted in the future. Your excellent verbal and written communication skills will enable you to collaborate with Navy personnel, academia and industry with clarity and influence.

## Position Duties

Under guidance of staff, the Maritime Simulation and Wargaming Systems Developer will:

- As part of a team conduct research and development of an advanced web-based collaboration, wargaming and simulation capability in MCA. This includes contributing to the renewal and sustainment of modern facilities.
- Assist researchers to exploit emerging information technologies to empower their studies. Apply skills in: Python, containerisation, configuration management and use of Linux virtual machines, in support of research, simulation and wargaming.
- Provide advice to support quality software development and management by the MCA Branch. This may involve utilising existing tools and techniques or researching new and novel approaches.
- Collaborate with scientists from different disciplines and other DST Divisions to understand and develop simulation and wargaming across DST. Contribute to partnership activities within DST and with academia and industry.
- Plan and conduct research and analysis studies. Communicate and publish study results.

## Other Requirements

There will be opportunities to gather data at sea onboard Navy ships. In addition some interstate travel will be required.