



Cubesat Design Engineer

Start-up description

SPiN is a space company specialized in spinning technology from other industries into the space sector. Its core solution is a plug and play adapter to integrate satellites like lego and reduce cost and time of satellite manufacturing. SPiN's solution is a Multipurpose Adapter Generic Interface Connector (MA61C), a universal adapter that connects any sub-system to any spacecraft platform. The MA61C adapter eases the MAIT process and provides a friendly interface directly to the sub-system during assembly and integration of the satellite. More details about MA61C can be found at <http://www.spinintech.com/>

Job purpose

The cubesat design engineer will be part of the system engineering team of SPiN and will be responsible for design of SPiN first cubesat in orbit demonstration mission - SPiN-1 and follow on missions for internal and external customers

Duties and responsibilities

- Cubesat design and development including interfaces (digital and physical)
- Requirements definition and consolidation
- Identification and parameterization of subsystems
- Power, mass and volume trade off
- Development of software functionality definitions
- Thermal and mechanical analysis
- Procurement of cubesat components
- Documentation
- Customer support

Qualifications

- MSc in Aerospace engineering or Electrical & Electronic engineering
- At least 1 years of experience in development of a cubesat
- Experience working with embedded systems (C/C++)
- Experience working with system engineering tools
- Experience with CAD tools (solidworks or similar)
- Experience with thermal and mechanical analysis tools
- Fluent in English

Working conditions

- Relocation to Luxembourg
- Start date: Q1 2021

Please send CV and motivation letter to: ma61c@spinintech.com