Job Description:
Astranis is on a mission to bridge the digital divide by connecting the four billion people worldwide who currently lack internet access. We're doing this by building the next generation of smaller, more cost-effective spacecraft to bring the world online.

As a team, we've launched two satellites into orbit, signed ten commercial deals worth over $1 billion in revenue, raised over $500 million from top global investors, and recruited a team of over 300 world-class engineers. We all work out of our (legendary) San Francisco office, which was once used to build ships during the World Wars.

Our satellites, which operate from geostationary orbit (GEO), weigh only 400 kg and utilize a proprietary software-defined radio payload. Each satellite can connect over two million people, and we're very excited for the impact we'll soon have in the Philippines, Peru, Mexico, and more!

Backed by substantial funding and a passionate, collaborative team, we offer a rewarding work environment where you'll learn and make a significant impact, no matter where you are in your career.

Apply and join us on our journey towards global connectivity!

Guidance, Navigation, and Control Engineer — Intern (Fall 2024)

Internships at Astranis typically last for twelve weeks, and are hourly roles designed for students who are currently enrolled at a four-year university.

As an Intern, you will have an amazing opportunity to work on hard problems — we pride ourselves on giving everyone at Astranis a chance to do meaningful work on challenging projects, no matter their seniority. Many past interns have designed and tested hardware/software that is heading to space on our first satellite, and many of them are now full-time employees at Astranis.

If you have already graduated from a four-year university, please apply to be an Associate Engineer.

Role

- Work with the Guidance, Navigation, and Control team to design, build, and test satellite software and hardware

Requirements

- Currently pursuing a B.S. or M.S. in a technical discipline (e.g. engineering, CS, physics) with a focus on control systems, orbital mechanics, or spacecraft design
- Familiarity with control theory and/or estimation methods
- Experience with python and/or C/C++

- Demonstrated ability to personally design, build, and test software and/or hardware from scratch
- US Citizenship or Green Card

Bonus

- Familiarity with spacecraft design
- Experience with low thrust trajectories

The base pay for this position is $29.00 per hour.

Base Hourly Pay

$29—$29 USD

U.S. Citizenship, Lawful Permanent Residency, Or Refugee/Asylee Status Required

(To comply with U.S. Government space technology export regulations, applicant must be a U.S. citizen, lawful permanent resident of the United States, or other protected individual as defined by 8 U.S.C. 1324b(a)(3))

Our mission and our products are meant to connect the world and everyone in it, regardless of gender, race, creed, or any other distinction. We believe in a diverse and inclusive workplace, and we encourage all people to join our team and bring their unique perspective to help make us stronger.