



Senior System Engineer – Electronics & Propulsion

We are looking for a Senior System Engineer to provide technical leadership, strategic guidance, and oversight for the development of spacecraft avionics and propulsion subsystems. This role focuses on advising and mentoring the engineering team, reviewing designs and processes, and optimizing manufacturing strategies while also contributing to market analysis and business development efforts.

This is a leadership position within our growing team in Luxembourg, where we blend NewSpace rapid development approaches to deliver cutting-edge products.

Essential Characteristics

- Strong technical background in spacecraft avionics, electronics, and spacecraft system engineering
- Proven experience in end-to-end product development, from concept to qualification
- Experience in guiding and advising engineering teams, ensuring technical excellence
- Ability to review and assess designs, reports, and test plans, ensuring quality and compliance
- Familiarity with system engineering principles, reliability, and verification processes
- Experience dealing with institutional actors, drafting proposals, and answering requests for tenders
- Understanding of manufacturing processes and ability to select suppliers and optimize production
- Ability to coordinate with multiple disciplines, including mechanical, software, electronics, and manufacturing
- Experience in designing for the space environment, including radiation effects and thermal constraints
- Excellent communication, documentation, and organizational skills
- Proficient in English

Strongly Valued Characteristics

- Experience in space hardware qualification and ECSS standards
- Understanding of propulsion system development, testing, and verification
- Hands-on experience with PCB design, embedded software, and power electronics
- Familiarity with digital communication protocols (UART)
- Strong problem-solving and decision-making skills, with the ability to balance technical trade-offs
- Experience in supplier selection and supply chain management

- Experience in running test campaigns (TVAC, vibration, radiation, extreme temperatures)
- Strong skills in quality management and process optimization
- Experience in market analysis and defining product applications for competitive advantage
- Ability to support proposal writing for funding opportunities and commercial projects

Key Responsibilities

- Advise and mentor the engineering team, providing technical guidance and best practices
- Review and assess designs, reports, and test plans to ensure technical quality and compliance
- Optimize manufacturing strategies, selecting suppliers and improving production processes
- Ensure compliance with ESA contractual obligations and industry standards
- Contribute to market analysis, identifying strategic applications and development opportunities
- Support business development efforts, including writing proposals for funding and commercial projects
- Align subsystem designs with overall spacecraft architecture, ensuring system-wide consistency
- Monitor industry trends and competitors, ensuring the competitiveness of Bradford Space products
- Support testing and verification efforts, ensuring systems are robust and space-ready
- Report programmatic updates, including work breakdown, schedules, and resource needs

What We Offer

We offer you the chance to drive the design concepts and participate in the hardware development that will fly in space. You would take on an important role in a new, revenue-generating company, with a mandate to focus on technical design, new market prospects and implementation on an aggressive development schedule featuring rapid hardware iterations. The position is in Luxembourg, a beautiful, international and welcoming country at the heart of Europe.

Duty Station

Belval, Luxembourg, with occasional travel required.

Contract Type

Full-time (CDI), open to candidates with work authorization in the EU.
We welcome applicants from diverse backgrounds.

If you believe you fit this role, [apply now!](#)