

Project Engineer

Cruden develops professional open architecture driving simulators for the automotive, motorsport and marine industries. We supply flexible, durable, high performing real-time simulators and their modular components: hardware, software, vehicle models, content and projection systems.

We are looking for a motivated Project Engineer to join our team. As a Project Engineer you will research, specify and configure all items related to a simulation setup. This will range from onboard controls to complete facility integrations. The requirements set by the customer and Project Manager must be translated to functional hardware.

The role is very diverse, it will involve mechanical, electrical and software (configuration) work. It involves human-machine interfaces (e.g. steering, navigation), motion, audio and visual systems. The Project Engineer reports on progress to the Project Manager.

The ideal candidate will be motivated, flexible and extremely pragmatic. It is important that you like to investigate functioning of sub-systems yourself. The role will not suit those with a preference for a “9 to 5” job. You must be willing to travel globally and work autonomously as well as in a team.

Responsibilities & duties

- Research, specification and design of simulator systems according to requirements;
- Select components/devices to fulfill functions of simulator systems;
- Building support, testing and evaluation of (proto-type) simulator systems;
- Create layout designs for simulators in the context of the end users facility;
- Create internal and end user documentation;
- Be an integral part of the project team (e.g. on-site commissioning of simulator).

Required education and experience

- B.Sc. or M.Sc in mechanical / electrical engineering (or equivalent);
- Confident with PCs and networks;
- Dutch speaking;
- Good knowledge of English;
- Valid driving license.

Please send your application to jobs@cruden.com