

Mechanical 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 Mechanical Engineer to join our team. As a Mechanical Engineer you will specify and design the mechanical parts of our simulators. Next to mechanical also mechatronic systems will have to be integrated. You will be part of the design team and will work on projects from concept until assembly.

Projects will range from integration of simulation parts in a standard tub or the complete design of a new 6-DOF simulator including access and safety systems.

Cruden is looking for a team player, you will be working with the project team (mechanical engineers, project engineers, workshop) and report 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.

Responsibilities & duties

- Research, specification and design of simulators and simulator sub-systems according to requirements;
- Select components/devices to fulfill functions of simulator systems;
- Align design requirements and wishes with the project team and the customer;
- Create technical construction drawings;
- Report and document for design reviews and progress presentations;
- Guidance of the production, assembly and quality control.

Required education and experience

- B.Sc. in mechanical engineering (or equivalent);
- Experience with CAD, preferably SolidWorks;
- Dutch speaking;
- Good knowledge of English;
- Valid driving license.

Please send your application to jobs@cruden.com

We don't appreciate acquisition in regards to this vacancy.