Product Engineer

Cruden develops simulators that enable F1 teams to build faster cars and coastguards to be ready to save people from the next big storm. Our simulators are key tools in development of the cars of the future and research for safe and comfortable autonomous transport.

We are looking for a motivated Product Engineer to join our team. The successful candidate will be working on software modules used in all of our simulator products.

You will be a member of the Product Development Team, who, like you, are among the best in their field. This Team has people with a mix of competences, such as product managers, developers and artists. Within this Team, your focus will be to take newly developed core product modules and components and use them to forge a Driver in the Loop simulation. Together with the Team you'll be developing Cruden's next generation of Vehicle and Fast Craft Simulators. The ideal candidate will be motivated, flexible, pragmatic and have a Can-Do mentality.

As a Product Engineer, you will work closely with the developers to implement and test new product functionality. You will research, test and configure all items related to our demo simulators. This includes the Panthera Software Suite, visualization systems, motion and haptic feedback systems. You will make user-oriented feature descriptions come alive step by step and provide the developers with feedback along the way. You assist the product manager in testing and evaluating third party systems, ranging from traffic engines to HMDs. Most of all, you're not afraid to dive deep into the unknown, figure out how to make it work and come back up loaded with implementation guidelines and follow-up questions. Your role in the team is to take the raw materials and be the first to turn them into usable systems, while continuously driving product improvements.

About you:

- You are not afraid to question everything and equally eager to find answers yourself;
- You have a B.Sc. or M.Sc degree in Engineering;
- You are confident in Simulink and LaTeX; C# skills are a bonus;
- You have experience with Unity, preferably in serious gaming or real-time simulation;
- You thrive when you're on a steep learning curve;
- You're fluent in English (and preferably also in Dutch).

About us - we'll offer you:

- A representative salary, 25 holidays and a pension plan;
- Flexibility in working hours and location;
- A highly motivated and competent team that can't wait for you to join them;
- The opportunity to be the one who finalizes all new developments on our simulators;
- An open-minded, small company with a family feel and a flexible attitude.

Do you live in the Netherlands and can you commute to Amsterdam on a daily basis? Do you have what it takes to develop a rendering pipeline used by the most demanding people in the business, such as F1 drivers and navy seals? Then we'd love to hear from you!

Please send your application to jobs@cruden.com.

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