

# Systems Engineer / Project Manager

Formula 1, the Royal Navy and German automotive manufacturers have one thing in common; they are some of the customers that you will work with on a daily basis.

Cruden develops professional 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.

## About the role

The Systems Engineering team is responsible for managing and delivering all simulator projects to our customers. Within a project, you are responsible for leading and managing simulator projects and ongoing technical matters for customers in the professional motorsports, R&D, attractions and training markets. You will be responsible from the beginning of the project until the post-installation handover and commissioning at the customer's site.

You define and manage requirements and deadlines for the project and makes sure technical tasks are divided between yourself, other (Junior) Systems Engineers and other teams. This is not a largely desk-based job; the position involves active project implementation. You will be working hands on, on your own projects. We believe that the best technical project managers are an integral part of the project team.

## Responsibilities

- Manage projects from beginning to end;
- Define detailed project scope, goals and deliverables based on the commercial information;
- Estimate the resources needed to achieve project goals;
- Effectively communicate project expectations to team members;
- Plan and schedule project timelines and milestones using Cruden administrative tools;
- Track project milestones and deliverables plus resources spent;
- Manage stakeholder requirements during the project;
- Hands on commissioning of simulator (components);
- Installation, commissioning, training and handover to customer on site;
- Software integrations for customers (Matlab/Simulink, dSPACE ASM, iMotions);
- Configuring and testing our in-house developed Panthera Simulation Software;
- Processing high-tech lidar point clouds into accurate race tracks;
- Writing internal documentation and end-user documentation.

## About us - we'll offer you:

- Great team with knowledgeable and enthusiastic team members;
- 25 holidays and a pension plan;
- Flexibility in working hours;
- Travel to customers internationally (e.g. Germany, USA, Australia, China);
- Open-minded small company with a flexible attitude.

## About you:

- You have a B.Sc. or M.Sc. in mechanical / electrical engineering (or similar);
- You have a few years of relevant working experience;
- You are confident with PCs, networks and software terminology;
- You have the ability to conform to shifting priorities, demands and timelines;

- You have good knowledge of English (verbal and written);
- Valid driving license.

**Nice to have:**

- Experience with Python and/or Matlab/Simulink;
- Experience with vehicle modeling tools like IPG Carmaker, Carsim, dSPACE ASM or similar;
- Experience with traffic engines such as VTD, Sumo, ASM traffic;
- Experience with vehicle models and vehicle dynamics;
- Experience with motion systems and motion cueing;
- Experience with machinery and the machinery directive
- Experience with 3d modeling tools such as SolidWorks

**Why join Cruden?**

Cruden uses cutting edge technology to develop high-performance simulator systems for a range of customers. The team that accomplishes this consists of 40 highly motivated and enthusiastic persons.

If you would like to join this team, please send your application (including motivation and resume) to [jobs@cruden.com](mailto:jobs@cruden.com).

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