

Engineer Combat Systems

For our client in Schiedam we are hiring a **Engineer Combat Systems**.

Job description

As an Engineer Combat Systems, you will support technical activities related to the design, installation, verification, maintenance, and refits of Combat Systems for naval vessels. You will engage with above-water and underwater sensor systems, as well as weapon, command, and control systems. Your efforts will contribute to the integration of these systems into a comprehensive naval combat suite.

Key Responsibilities

As the Engineer Combat Systems, your primary duties will include:

- ✓ Analyzing and revising basic and detailed Combat Systems packages for existing and/or new products based on relevant information and specifications.
- ✓ Implementing improvements for the Combat Systems packages and providing guidance to team leads, technical specialists, and relevant internal and external stakeholders as needed.
- ✓ Understanding the execution and synchronization of project activities related to all deliverables and obligations of subcontractors.
- ✓ Supporting the contributions of subcontractors and suppliers during project preparation and execution.
- ✓ Assisting the technical subcontract manager for Combat Systems in defining, establishing, and validating functional and physical interfaces.
- ✓ Ensuring compliance with all applicable requirements and specifications.
- ✓ Supporting the Proposal Department and engineering and production teams by delivering quality engineering products.
- ✓ Participating in contractual milestones, tests, and trials, such as Factory Acceptance Tests (FAT), Harbour Acceptance Tests (HAT), and Sea Acceptance Tests (SAT), as an accepting party.
- ✓ Assisting the warranty authority with any identified warranty issues.

Your qualifications

To excel as an Engineer Combat Systems, you should possess the following qualifications and attributes:

- ✓ A minimum of 3 years of hands-on experience in engineering and/or subcontract management related to complex (combat) systems, acquired in the shipbuilding or a related industry.
- ✓ Experience in communicating effectively with engineers, suppliers, subcontractors, and project managers within shipbuilding or a related field.
- ✓ Understanding of various engineering concepts (V-model) and practices.
- ✓ Experience working in complex project environments.
- ✓ A Bachelor's or Master's degree in a technical discipline.
- ✓ Proficiency in both Dutch and English, both written and spoken.
- ✓ Willingness and flexibility to travel abroad occasionally to support project activities and objectives.

- ✔ Strong references are required, as a pre-employment security screening is a standard part of the recruitment process.

Important:

- ✔ Permanent EU citizenship and a valid passport are mandatory. Candidates with only an NL/EU work visa or those holding both EU and non-EU nationality/passport are not eligible due to the military nature of the projects.

What we offer

[What do we Offer.](#)

Reference: 3265

Projectphase: Engineering

Discipline: Combat Systems, Marine, Mechanical, Naval Architecture

Position: Engineer, Naval Architect

Function level: Senior, Medior

Region: (NL) Zuid-Holland

Education: Master, Bachelor

Experience: 3-8 years, 8-15 years, 15+ years

Type of contract: Intentional

Posted at: 14-10-2024

Advisor: Vincent ten Have

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