

Specialist Shock & Noise

For our client in Vlissingen we are hiring a **Specialist Shock & Noise**.

Job description

A leading organization is seeking a Specialist in Shock & Noise to contribute to the engineering phase of ship design. In this critical role, you will focus on design elements related to shock effects from mines and torpedoes, as well as underwater noise, sonar self-noise, and internal noise levels. You will be responsible for ensuring that the ship's structure and the installation of system components meet these essential requirements. Your work will involve analyzing frequencies, displacements, and accelerations of components and skids, while selecting appropriate flexible mountings. During the proposal phase, you will establish and negotiate the relevant requirements, standards, and norms. In addition to conducting design calculations, you will maintain regular communication with structural engineers, suppliers, and clients. In the production phase, you will participate in full-scale testing and validation on board.

As a Specialist in Shock & Noise, you will also support research and development projects in this area. Your activities may encompass verification and validation processes, software development, product innovation, and process enhancement.

Key Responsibilities

- ✓ Engaging in the design considerations related to shock (from mines and torpedoes), underwater noise, sonar self-noise, and internal noise during the engineering phase. You will ensure that both the ship structure and component mounting align with these requirements.
- ✓ Defining and negotiating applicable requirements, standards, and norms during the proposal phase. In addition to design calculations, you will frequently interact with structural engineers, suppliers, and customers.
- ✓ Participating in full-scale testing and validation during the production phase.
- ✓ Supporting R&D initiatives related to this field, which may include verification and validation, software development, product innovation, and process improvements.

Your qualifications

- ✓ A Bachelor's or Master's degree in Naval Architecture, Mechanical Engineering, or Aerospace Engineering.
- ✓ Knowledge and experience with (underwater) shock and inboard noise on ships, preferably.
- ✓ Experience in designing flexible mountings and conducting inboard noise calculations.
- ✓ Proficiency in relevant software tools (6-DOF, FEMAP, ANSYS) and familiarity with international standards (STANAG, IMO, Class).
- ✓ Excellent command of the English language, both written and verbal.
- ✓ Strong references are essential, as a pre-employment security screening is a standard part of the recruitment process.

Important:

- ✓ Permanent EU citizenship and a valid passport are required. Candidates with an NL/EU work visa or those holding both EU and non-EU nationality/passport will not be considered due to specific requirements related to the military nature of our projects.

What we offer

[What do we Offer.](#)

Reference: 3300

Projectphase: Engineering

Discipline: Insulation, Marine, Mechanical, Naval Architecture, Outfitting

Position: Consultant, Engineer, Naval Architect

Function level: Senior, Medior

Region: (NL) Zeeland

Education: Master, Bachelor

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

Type of contract: Intentional

Posted at: 18-10-2024

Advisor: Vincent ten Have

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