

Job description - Models & Systems Development Engineer

We have an exciting opportunity for a young and ambitious models & systems development engineer to join our team. In this role, you will be responsible for developing vehicle models and integrated systems for simulators for the motorsports, automotive, R&D and naval markets. You will develop products, systems and technologies used on various Cruden simulators.

As a models & systems development engineer, you will be working in a team of experienced R&D engineers and software scientists. Within this team, the development engineer is focusing on model development, both for complete vehicles and for vehicle subsystems. These models are mostly developed in Matlab Simulink. You will be the primary point of contact for both colleagues and customers when it comes to continuous development of our dynamic models for both cars and boats, as well as for model based control systems for cueing devices. You will be trained on the job by a team with a wealth of experience in the field of complex models, learning every trick of the trade of high-fidelity DiL simulation from the best in the business.

The ideal candidate will be motivated, eager to learn, flexible and extremely pragmatic. The role will not suit those with a preference for a "9 to 5" job. The candidate must be willing to travel globally and work autonomously as well as in a team. A passion for fast ships, cars or motorcycles is an advantage. Good analytical skills are essential, as well as the ability to come up with 'out of the box' solutions.

Responsibilities & duties:

- Creation and configuration of (vehicle) models.
- Conceptual design of systems.
- Setup of prototypes & test environments.
- Reporting & documenting findings and conclusions.
- Required education and experience:
 - M.Sc. in mechanical engineering (or equivalent).
 - Outstanding Matlab Simulink skills are essential.
 - Experience with control systems is advantageous.
 - Basic programming skills are advantageous.
- Good knowledge of English both in speech and in writing.

Working environment:

Working at Cruden is exciting and truly dynamic. Our team is very open and strives to continuously punch above its weight. The organizational structure is flat and there is a strong drive to keep developing ourselves and our products, enabling you to quickly make your mark and see your own contribution to our common goals. We always aim high and push each other to the maximum, but at the same time enjoy each other's company both while working and relaxing. Cruden is proud to offer white-box solutions that are sophisticated and complex, yet performant and versatile. We are recognized by industry leading companies in various markets worldwide to over-deliver and be enjoyable company while doing so. We are extremely proud of what we do!

Who we are:

Cruden is the world's leading designer, manufacturer and integrator of 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.

Our driver-in-the-loop (DIL) simulators and Panthera Software Suite are designed to slot into customers' existing tool chains, so their engineers can be up and running quickly with a future-proof system that does not tie them to any one supplier. Having recognized the potential of engineering simulators to save time and money through DIL testing since the 1990s, we have installed over 100 driving simulators globally and gained a firm reputation as a trustworthy simulator expert.