

Job Profile

Job Title: Electronic Engineer Back-up:other electronic engineer	Company: Andaltec Department: Lighting

Mission

Electronics: technical support & business development

Responsibilities

Electronic product/process tasks

- Make technical specifications & manage technical documentation
- Make hardware design & simulation (mainly in automotive Lighting fields)
- Ensure prototyping (supplier follow-up, basic laboratory tasks such as rapid prototyping, welding, measuring device use, etc...)
- Make validation
- Make functional verifications
- Support industrialization, construction & assembly of the product/process
- Make supplier follow-up & RFQ
- Be the customer link at electrical level
- Make electrical benchmarking

Business development

- Look for new electronic opportunities (new activities, projects, services, collaborations with other entities, fundings, etc...)

Project management / budget

- Manage the time schedule of his activities and must ensure it is compliant with the project time schedule

- Apply the procedures and Environmental, Safety and Security good practices, to know, for their activities, the potential risks and their consequences, be there attentive, be reagent, and know the associated action plans.

People Management: YES NO

Number of people: 0

Budget Management: YES NO

Competence Profile

Degree: Electronic engineer or telecommunication engineer

Required knowledge: deep experience in analogical and digital electronic design & simulation (Eagle, Altium, Orcad, PsPice, Simulink, etc...), lineal power supplies, DC/DC converters, MOSFET technology, automotive electrical environment (CAN/LIN, TTP, FlexRay, ECU's, LED drivers, etc...)

Preferred knowledge: microcontroller programming languages (mainly C++), AEC Q100 norm, mechanical softwares (mainly Catia V5, eventually Nx), PCB miniaturization, electronic cooling system design, firmware/embedded software.

Work experience: >5 years in electronic fields, ideally in the automotive lighting industry.

Languages: English mandatory