

Launch (System/EDS) Engineer

Your responsibility:

The support will take place on side the customer plant.

Primary Tasks

- Rework of pre series harnesses to validate corrective actions/ design solutions on bread boards/vehicles.
- Represent the company in the front line of the customer at launch build site on technical solutions
- Support customer functional harness layout and validation process as EDS lead for diagnostics of electrical EDS functional issues.
- Support vehicle builds and advise on EDS package design and systems function issues
- Investigate and create EDS design proposals for resolution of vehicle and functional level build issues.
- Provide markup drawings/schematics of solutions to issues for cascading to design team.
- Support customer test board assembly, and lead EDS fault diagnosis, rework and repair.
- Manage tracking of documentation and closure of EDS systems issues.

Supplementary tasks during non build events

- Check harness drawings during release process to ensure accuracy of systems design.
- Support Lead systems engineers in the investigation and resolution of DVP related EDS systems issues
- Support Lead systems engineers in the development of design freeze solutions (inline documentation, schematic checks)
- Support the company design review process and build support at our client company manufacturing facilities.
- Scope of programs and locations (Cologne - ICA3 and Basildon – V710)

Your qualifications:

- Demonstrated experience in working in a launch environment.
- Knowledge of how to read wiring harness drawings, sketches and circuit diagrams/schematics
- Extensive knowledge of vehicle EDS systems, complexity including KSK
- Vehicle electrical system diagnostics and rectification
- Experienced at reworking and producing vehicle wiring harnesses
- Analytical approach to problem solving
- Excellent communication skills
- Flexible and proactive
- Strong analytical skills
- High attention to detail
- Self-motivation and prioritization
- Ability to work in a team as well as alone