

Graduate Mechanical Engineer

Description

Working on cutting edge technology to create innovative, immersive attractions. You'll be involved in design, prototyping and development of theme park attractions for the global market. You'll be working on the integrity of mechanical designs, ensuring that ideas are translated into reality in a safe and compliant way. You will cover the whole project life cycle from feasibility through concept design, detailed design, testing, build, operations and maintenance.

Responsibilities

- Outstanding AutoCAD 3D and Inventor skills
- Proficiency in engineering analysis and calculations, with the ability to calculate from first principles
- Proficiency in structures engineering and the use of Finite Element Analysis
- Hazard identification and risk assessment
- Ability to compile concise and informative design review reports
- Effective communication skills, particularly in explaining complex engineering realities to non-engineers
- Confidence in managing work, ensuring time, cost and quality standards are met
- Ability to manage conflicting demands and requirements, and find creative solutions to complex problems

Qualifications

- Bachelors or Masters level qualification in Mechanical Engineering
- Advanced 3D CAD skills in AutoCAD
- AutoDesk Inventor skills
- The right to work in the UK

Contacts

Send your CV to claudine.mcclean@holovis.com

Employment Type

Full Time

Duration of employment

Permanent

Industry

Engineering

Job Location

Lutterworth

Date posted

March 4, 2019