

Shipbuilding Engineer (m/f/d)

Düsseldorf/Rostock/Remote – Full time position (earliest start: 01/2022)



Join us on our mission to digitalize and transform the shipbuilding industry! We are looking for a **Shipbuilding Engineer** who will play a major role on our way to develop a full-fledged 3D ship design software in the cloud for the era of connected shipbuilding.

Your Role

- You will be working on our pilot projects and will collaborate with the leading stakeholders in the maritime industry
- You will use our product intensively in order to create demo projects which are showcased to industry professionals
- You will comprehensively test the product and report problems to the development team
- You will play a key role in driving the product vision forward as you will be working on the interface between shipbuilding and product development

Your Skills

- You have a background in ship design
- You should be familiar with shipbuilding / CAD tools
- You have at least basic programming skills and are ready to develop yourself in the field
- High willingness to learn, perseverance and motivation to work on complex topics and good communication skills
- Strong affinity for ships and interest for the topic “Maritime/Shipyard 4.0”

Our promise

- You will be part of a unique early-stage startup and have the opportunity to take on responsibility early on
- You will work actively and sustainably on the vision of a digitalized shipbuilding industry
- An inspiring work environment with a great team where you will grow and develop a comprehensive set of skills
- Flexible working hours and remote working possibilities

Sounds exciting? We are looking forward to hearing from you! Send us your CV and join us on our mission to disrupt the shipbuilding industry: