

Senior Hardware Engineer

Feladatok

1. Responsible for the hardware development of the body domain controller, including schematic design, PCB layout, Function and performance validation, EMC optimization, and mass production support;
2. Familiar with the functional safety requirements of the body domain controller and their implementation in software and hardware;
3. In-depth understanding of the principles and driving of body control motors, proficient in the use and configuration of motor controller chips;
4. Prior experience in the following functional hardware design is preferred:
 1. Battery Management System (BMS) hardware design, covering high-precision sampling circuits, balancing modules, and safety protection strategies;
 2. Hardware solutions for thermal management systems, such as PTC heating and liquid cooling pump drive circuit design;
 3. 48V DC/DC converter topology, meeting efficiency 95% and ISO 26262 functional safety requirements;
 4. Hardware development for active suspension control systems, including sensor interfaces, actuator drive circuits, etc.
 5. Hardware development experience for VCU and SEooC.



Job ID
REF2298D

Telephely
Yang Pu Qu

Vezetői szint
Beosztott

Munkahelyi rugalmasság
Helyszíni munka

Jogi egység
Continental Holding China Co., Ltd.

Profilja

Education:

Bachelor's degree or above in Electronic Engineering, Automation, or related field;

Experience:

5+ years of experience in automotive electronic hardware development, with at least 2 mass-produced project leadership roles;

Skills:

Proficient in circuit simulation and familiar with automotive-grade component selection;

Familiar with AEC-Q100/ISO16750 and other automotive standards;

Experienced in FMEA analysis and hardware reliability testing;

Preferred Qualifications:

Experience with AUTOSAR development is preferred.

Ajánlatunk

Ready to take your career to the next level and join us at the start of something extraordinary? Apply now to become a part of AUMOVIO and drive the future mobility together with us!