

Product development engineer for railway air springs

Tvoji zadaci

- development of air bellows for railway applications
- design and development of new air springs including variant development
- coordination of development activities at Nyiregyhaza
- creation of building-up sketches and specifications for bellows prototypes
- production and testing of bellows prototypes
- preparation of the final bellows specification
- coordination of the production specifications with the PPI
- series support for the bellows production
- cooperation with product developers on customer development projects
- support of air springs product line in the vertical "Customer Engineered Solutions - Railway"
- participation in the material disposal committee (MVA) for bellows
- analysis and assessment of external and internal complaints in order to comply with the specified quality and cost targets in cooperation with the quality department, production and sales
- optimization and further development of internal processes in the development process

Tvoj profil

- Completed studies in the field of mechanical engineering (Master's degree), rubber technology or comparable field of study.
- 3 years of professional experience and experience in technical customer support.
- Basic material and production knowledge in the rubber sector and IRIS requirements.
- Good knowledge of project management and quality processes (APQP, PPAP, FMEA,...)
- Good knowledge of MS office, SAP and CAD (e.g., Solid Works, CATIA, or similar).
- Fluent in English (written and spoken), German desirable.
- Independent way of working, ability to prioritize and master complex tasks.
- Entrepreneurial thinking: customer focus, result orientation, negotiation skills and decisiveness.
- Willingness to travel occasionally.

Naša ponuda

Ready to drive with Continental? Take the first step and fill in the online application.



ID posla
REF94752G

Lokacija
Nyiregyhaza

Liderski nivo
Leading Self

Fleksibilnost
Onsite Job

Pravno lice
ContiTech Magyarország Kft.