

Matlab / Simulink Electronics Engineer

Tasks:

- Development of model-based software components in the automotive sector (engine and power train)
- Functional specification analysis
- Optimization of models using Simulink
- Realization of serial code implementation and coverage of models with automated test functions
- Functional, Unitary Testing, Validation and Debugging
- Configuration and Integration of modules in the applications
- Understand specifications and the complex configuration of the SW

Skills:

- University Degree or 4th year students in Automatics, Computer Science, Electronics, Electrical Engineering, Mechatronics
- Good knowledge and experience with Simulink (mandatory)
- Advanced level of English
- Communicative and a strong team player
- Knowledge of automotive environment would be an asset

Benefits package:

- Salary package that includes meal tickets, the 13th salary and private medical insurance
- Technical training
- Multinational working environment



Embedded Developer

Tasks :

- Setup of automotive embedded development projects;
- Integration of AUTOSAR software parts on microcontrollers;
- Embedded Debugging;
- Create and implement concepts to fulfill system requirements within AUTOSAR software (partial networking, memory management, timing, ...);
- Setup and maintain complex AUTOSAR tool chains with different tools and interfaces between them.

Skills:

- Experience in Embedded Software Development, ideally experience with typical automotive embedded platforms like PowerPC/Power Architecture, TriCore/AURIX, V850/R850;
- Experience in ANSI C programming;
- Experience in Assembler programming (basics);
- Knowledge of AUTOSAR BSW concepts (optional);
- Knowledge of one or more AUTOSAR toolchains like EB Tresos, Vector DaVinci (optional);
- Basic German level;
- Good level of spoken and written English.

Benefits package:

- Salary package that includes meal tickets, the 13-th salary and private medical insurance;
- Technical training;
- Multinational working environment.



Software engineer

Tasks:

- Development and test of software units
- Supporting requirement analysis and specification
- Creating software unit design (including unit interfaces)
- Implementing software units
- Creating software unit test specification
- Performing unit tests (incl. integration test on development branch)
- Reviewing unit design, unit implementation and unit test specifications

Skills:

- Experience in requirements engineering
- University Degree in Automatics, Computer Science, Electronics
- Advanced level of English
- Knowledge of automotive environment would be an asset
- Experience in software design methods and with software design tools
- Knowledge of UML
- Knowledge of programming language (e.g. C)
- Knowledge of static software verification and tests
- Knowledge of dynamic software verification and tests
- Knowledge in review techniques and in performing reviews

Benefits package:

• Salary package that includes meal tickets, the 13-th salary and private medical insurance

- Multinational working environment
- Availability for 2 weeks technical training in Munchen



Hardware in the Loop Engineer

Tasks:

- Receive the data files needed in the development process;
- Perform preliminary studies for the requested tasks;
- Perform embedded software validations for power train control and vehicle (ABS system, multimedia, security);
- Adapt the models for simulation;
- Test and general library implementation;
- Test execution and result analysis;
- Create test plans and test cases;
- Fault tracking;
- Participate in the committees and meetings with the customer;
- Close cooperation with R&D team;

Skills:

- Bachelor degree in automatics, electronics or computer science;
- Experience with automotive electronic circuits and sensors
- Experience with test specification and embedded software
- Advanced level of English both written and spoken
- Available for technical training in France

All the positions are located in Iasi and Bucharest. If interested, please send your CV to <u>bianca@ocprodgroup.com</u>.



