



Job Title:

Simulation Engineer Intern

### Location:

Canton, MI

VI-grade is part of HBK's Virtual Test Division, which provides real-time software, simulator, and hardware-in-the-loop solutions to virtually test products throughout the development cycle, helping companies accelerate innovation, reduce physical prototypes and time-to-market, and improve their competitive advantage.

Our real-time simulation and professional driving simulator solutions include static deskside solutions, through to full-scale driver-in-the-loop dynamic simulators. We deliver turnkey solutions to enable transportation industry OEMs, suppliers, research centers, motorsport teams and universities to accelerate product development. This includes supplying proprietary software, hardware, services, and an open framework for customization.

Virtual Test employs 250 highly skilled colleagues worldwide, and has offices in Germany, Italy, France, UK, China, Japan, and the USA, as well as a broad network of worldwide channel partners.

### **Position Overview:**

The Simulation Engineer co-op/Intern role offers an opportunity to learn about the leading simulation technologies that support the vision of a zero-prototype vehicle development process. Duties include configuring, installing, and running simulation events to support customer simulation events, learning, and exploring new simulation methods and software products, customizing simulation scenarios to meet specific simulation requirements (some level of coding experience is beneficial), participate customer visits to gather system requirements and use case definitions, assist in customer simulation sessions to support simulation execution and result correlation. Strong written and verbal communication skills are essential to this position.

A Simulation Engineer co-op/Intern can perform some tasks independently, but most work, especially complex projects and difficult tasks will require guidance. The engineering intern/co-op is typically receiving "on-the-job" training.

## **Primary Responsibilities:**

- A unique learning experience / opportunity through shadowing experienced senior simulation engineers.
- Assist in simulator configuration, installs upgrades and repair.
- Learn to prepare simulation scenarios to support customer simulation events.
- Participate in customer centric simulation event.
- Understand and learn the inner workings of vehicle simulation and how it helps our customers achieve their zero prototype goals.





- Participate in customer site visits to assist in requirement assessments as part of the sales support service.
- Interested in working for the leading provider of best-in-class simulation software products, services, and Driving Simulators for the Automotive industry.
- Test software applications that the development team builds for accuracy and efficiency.

# **Required Skills and Experience:**

- Exposure to Windows and Linux operating systems.
- Experience with Microsoft Office Suite or Google platforms.
- Excellent verbal and written communication skills.
- Superior organizational skills.
- Attention to detail.
- Excellent research and writing skills.
- Strong communication abilities.
- Time management and critical thinking skills.
- Taking initiative self-motivated.
- Familiar with software development processes.
- Exposure to multibody dynamics simulation.
- Understanding of vehicle dynamics.
- Interest in real time simulation and advanced graphics environments (Unreal Engine)
- Fundamental understanded and experience with programming languages such as Pyhton,
  C#, C++
- Exposure to MATLAB and Simulink.

### **Qualifications:**

- Electronic or Mechanical Engineering Degree
- Experience / interest in the automotive vehicle industry
- Knowledge of the vehicle architecture (both mechanical and electronic)
- Knowledge of Vehicle Dynamics / ADAS performances
- GPA 3.6-3.8

## To Apply:

Go to <a href="https://spectris.wd3.myworkdayjobs.com/HBK">https://spectris.wd3.myworkdayjobs.com/HBK</a> Careers/job/Canton-MI/Simulator-Engineer-Intern 13387-1