

JOB DESCRIPTION

- **JOB AREA:** Naval Architect / Mechanical Engineer for the Machinery Department
- **LOCATION:** Denmark with the option of Spain after an agreed period
- **SALARY CONDITIONS:** According to experience.

Become part of our team of world class ship designers and engineers

KNUD E. HANSEN is looking for Naval Architect / Mechanical engineers to join the company. The successful candidate(s) will provide marine engineering expertise and support to all stages of the Machinery design process for various types of ships and offshore installations, From initial sizing and arrangement of machinery systems to production of P&IDs and associated calculations.

- Carry out conversion projects on behalf of owners or yards
- Support process and design improvements in response to cost reduction, energy optimization, environment, value engineering, reliability improvement, and customer satisfaction drivers
- Participate in mechanical design of new vessels, at Tender and Basic design level
- Communicate with Class and Authorities
- Coordinate drawing changes as required to implement design improvements of KNUD E. HANSEN portfolio of various ship designs
- Read, interpret, and comprehend customer specifications and requirements as they relate to new vessels and conversion of vessels
- Maintain a current knowledge of marine industry equipment usage, design trends, design standards and rules

BASIC QUALIFICATIONS

- Naval Architect / Mechanical engineering (B. SC/M. SC or equivalent)
- Proven work experience with Machinery Basic design from shipyard, class, consultancy, or another relevant employer; it includes experience with Machinery Arrangements and P&I Diagrams to an approval level for Classification Society in the early stages of the projects.
- Languages: proficiency in English.

ADDITIONAL QUALIFICATIONS

- Proficiency to work in a team environment with rapidly changing priorities and perform multiple tasks with critical concurrent deadlines
- Excellent written and verbal communication skills as minimum in English
- Self-motivated in anticipating, identifying, and taking action on potential issues and problems
- Ability to work within a multi-disciplinary team
- Able to think independently and formulate conclusions consistent with KNUD E. HANSEN's high standards

- Demonstrated high level of accountability, integrity and ethics in the performance of assigned tasks
- AutoCad, MS office, 3D-modelling (minor extend)
- Travel as required to support field, client, or supplier
- This position is in Denmark, with the option to move to Spain or The UK in one of our offices after an agreed period which will depend on the experience of the candidate. The new employee will refer to the Head of Machinery department.

ABOUT KNUD E. HANSEN

KNUD E. HANSEN provides design & engineering on new builds, refits, and conversions. Our designs can be found in all corners of the globe and on a wide variety of vessel types including aircraft carriers, large cruise ships, and offshore platform & support vessels.

WE OFFER

At KNUD E HANSEN, the top priority is having a hard-working, energetic staff who can live up to the demanding expectations from our customers in the marine and offshore industry. We have a full-time staff of about 100 individuals, representing many nationalities and technical backgrounds. We take pride in fostering a fun and challenging work environment that provides every team member with a chance to develop their career through role diversity, training in the latest software applications, and opportunities for advancement.

KNUD E. HANSEN is a leading independent consultancy providing a comprehensive range of design, engineering and project management services to shipyards and ship owners around the world. Our innovative, customized solutions cover areas ranging from the building and conversion of all types of maritime vessels and offshore structures to energy optimization and services for the offshore wind industry. KNUD E. HANSEN was founded in 1937 in Denmark. More than 800 vessels have been built to our designs.