Job Title:	Systems Engineer	Job Category:	Technical
Department/Group:	Engineering	Job Code/ Req#:	TBD / TBD
Location:	UK Office	Travel Required:	Yes
Level/Salary Range:	Competitive	Position Type:	Full-time
HR Contact:	Julie Blackham	Date posted:	August 6, 2019
Will Train Applicant(s):	Yes	Posting Expires:	September 6, 2019
External posting URL:	n/a		
Internal posting URL:	n/a		

Applications Accepted By:

E-MAIL:

Geoff@gbvi.co.uk

Subject Line: Systems Engineer

Attention: Geoff Blackham

MAIL:

GBVI Ltd

Unit 1, The Old Grainstore

Ditchling Common Ind. Est.

BN6 8SG, UK

Job Description

OVERVIEW

GBvi is a small growing company specialized in projection display technology and is a world leader in optical blending. At GBvi we continually introduce new products and related services to sell through display integrators into Simulation & Training, Entertainment, Museums, Gaming and other industries. To continue this growth, we are looking for a Systems Engineer that can quickly become an integral member of the company and is willing, in addition to the core engineering functions, to do whatever is needed within reason!   Indeed, this role is envisaged to include significant contribution to "how the company works" through participation in R&D, project engineering, product development and process introductions – and getting products out of the door.

GENERAL ROLE AND RESPONSIBILITIES

To lead deliverable optical blending and related projects through from inception to completion, including primary responsibilities of:

- Blending system design – involving projection display analysis and recommendation of improvements as required
- Manage project schedule, procurement and logistics
- As required/agreed with the customer, visit site to install / train / hand over GBVI *Chronos* optical blending and related hardware
- Prepare customer proposals and quotations
- Perform key projection and related testing, both in-house and on-site, to characterize opto-mechanical systems and devise deliverable solutions

RELATED ACTIVITIES, INCLUDING BUT NOT LIMITED TO;

- In-house manufacturing, build and configuration of deliverable hardware
- Contributing to product developments; feedback from projects, proposing new ideas for products, tools (software or hardware)

- Contributing to company development for growth
- Training other staff (and customers if appropriate) in the use of GBVI products and software tools
- Preparation of demonstrations, in-house, on-site and at trade shows, including international travel, sometimes at short notice.

ANTICIPATED TRAINING REQUIREMENTS

- GBvi design & manufacturing processes and tools
- GBvi Health & Safety procedures and policies

QUALIFICATIONS AND EDUCATION REQUIREMENTS

BSc (Hons) equivalent or higher in a relevant engineering and/or software discipline

Or HNC equivalent plus relevant experience

GCSEs or equivalent in Maths and English.

ESSENTIAL SKILLS

Multi-channel projection system set-up to high standards

Strong grasp of physics and geometry relevant to 3D environments (real and virtual)

Strong awareness of virtual environment concepts in visualization and display system applications

Ability to learn and apply oneself to new areas, including those related to real-time visual environments

Fluency in office software (e.g., MS Office / Google docs) – spreadsheets, word-processing, presentations

Good interpersonal skills – confidence, positivity, communication, teamwork, problem-solving, time management, managing pressure, flexibility, work ethic

PREFERRED SKILLS

Experience working with CAD, specifically Autodesk Fusion360, Trimble Sketchup

IT skills – PC configuration, use of apps

Programming in C#/NET, Microsoft WPF

Use of image processing tools such as Fiji / ImageJ

Reviewed By:		Date:	Click here to enter a date.
Approved By:		Date:	Click here to enter a date.
Last Updated By:	G. Blackham	Date/Time:	August 6, 2019