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## **TREALITY JOB DESCRIPTION: System Engineer**

Are you looking for an exciting career in Defense and Aerospace? TREALITY® Simulation Visual Systems welcomes people who share our determination and high standards to join us in doing work that moves the world forward and saves lives. TREALITY® SVS has a diverse culture that celebrates autonomy and inspires leadership at every level of our organization.

TREALITY® SVS is looking for a System Engineer to join our team and make a difference.

The System Engineer would design system-level work independently and according to common guidelines and best practices. To ensure a fully tested, documented, and integrated system IAW with customer specifications. To generate new, original approaches, processes, tools and technology to support visual system design, assembly, integration, testing, and sustainment.

### **Main Accountabilities:**

- Review specifications to confirm compliance and/or develop adaptations to achieve project requirements.
- Ensure the design, implementation and testing/verification of the visual system meets cost, specification & quality expectations.
- Ensure system implementation conforms to internal quality and production guidelines and industry best practices.
- Evaluate & assure that the customer requirements are understood and in line with the availability and evolution of underlying technology (specification, verification).  
Incorporate market trends into system design.
- Develop component/complex module level specifications from higher level specifications.
- Specify test cases and acceptance test procedures to verify the implementation against the specifications.
- Find and analyze available information for working out and proposing solutions to the problems; analyze test results and test plans w.r.t. functional coverage.
- Interact with the team to achieve the consistency of the work with the overall design and to share knowledge; Guide team members w.r.t. engineering practices, processes, tools and technology in order to achieve the desired result within specified budget.
- Collect/prepare documents (documentation and reports) related to design/module/sub-assembly in time per the project plan.

- Guide team members in planning practices. Ensure that the given milestones are achievable. Review test plans and quality reports, report problems on time if goals cannot be reached.
- System design from marketing requirements into functional specifications in order to partition the product design into realizable assemblies.
- Develop design alternatives to optimize efficiencies.
- Some travel, including international.
- Must be a US Person.

**Education:**

- Bachelor's degree in engineering discipline.
  - Master's degree a plus.
- Combination of education and experience.

**Experience:**

- 10+ years related engineering experience
- Experience with engineering for military, aerospace or automotive market
- Experience with flight simulation devices
- Experience in Visual display market (projectors, screen, monitors...)

**Competencies:**

- Advanced technical skills i.e. Hardware design, Embedded software, Different software languages
- High level of intellectual affectivity and flexibility
- Analytical skills
- Problem solving skills
- Good communication skills
- Initiative