

SURFACE DESIGNER

The company is looking for a Surface Engineer. The designer will be included in the aerodynamic design and development team of cars for motorsport applications, such as GT prototypes and formula.

The candidate will be responsible for the following activities:

- The surface designer will have to manage the setup and preparation of the parametric surface model of a complete vehicle, necessary for the aerodynamic development in CFD or wind tunnel.
- In addition to the design of the aerodynamic surfaces of the car, the candidate will also deal with the design of the surfaces for various subsystems, such as the chassis, brake sockets and wings, interfacing with an aerodynamic manager and with the calculations / R & D office.
- The work will also extend to the automotive sector and to the study of the industrializations of some specific components.

Requirements:

- Bachelor's or master's degree
- Excellent knowledge of 3D design.
- Experience of at least 5 years in surface design with Catia V5, gained in medium / high complexity contexts (motorsport or automotive).
- Experience in managing complex models, such as complete cars and setting up baseline models for CFD analysis.
- Knowledge of Catia's FSX module is welcome but not necessary.
- Teamwork aptitude, availability, motivation, reliability, autonomy, flexibility and good interpersonal skills are a fundamental part of the required profile.