



PR/094740 | Mechanical Engineer (for Water and Wastewater treatment system)

Job Information

Recruiter

JAC Recruitment Vietnam Co., Ltd

Job ID

1541458

Industry

Chemical, Raw Materials

Job Type

Permanent Full-time

Location

Vietnam

Salary

Negotiable, based on experience

Refreshed

June 3rd, 2025 10:01

General Requirements

Minimum Experience Level

Over 3 years

Career Level

Mid Career

Minimum English Level

Business Level

Minimum Japanese Level

Business Level

Minimum Education Level

Associate Degree/Diploma

Visa Status

No permission to work in Japan required

Job Description

Company and Job Overview

Foreign company is looking for Mechanical Engineer (for Water and Wastewater treatment system) to join their dynamic team in Ho Chi Minh.

Job Responsibilities

- Develop Detail design drawing for global water treatment plants.
- Create drawings and modify draft Design for Piping, Skid design, Vessel, Tank, Piping Rack, Stage, ensuring compliance with specifications, P&ID, and layout.
- Utilize software tools, such as Plant3D, Advanced Steel, Robot Structural Analysis, and Autodesk Construction Cloud to complete design tasks.
- · Other related tasks as assigned.

Job Requirements

- Bachelor's degree in chemical, Mechanical, Environmental or Biological Engineering.
- Minimum of 2 years of working experience in drawing for piping design, pressure vessel design, or Pipe rack in Water Treatment, Building Equipment or Plant (Factory).
- Knowledge of Water treatment, chemical engineering, fluid engineering, material selection.
- · Adept in AutoCAD and 3D piping design software such as Plant3D, E3D/PDMS.

- Skilled in Advanced Steel, structural analysis software, and BIM software.
- CAD administrator skills.
- Familiarity with MS Office applications.
 Independent and teamwork capabilities.
- Committed to delivering high-quality work and contributing to the company's success.
 Highly motivated and possesses a strong desire to learn.

Interested applicants, click APPLY NOW.

#LI-JACVN

Company Description