
Lighting Design Engineer (Automotive Lighting)

Job Information

Recruiter[Izumi Network Yugen Kaisha](#)

Job ID1609680

IndustryAutomobile and Parts

Job TypePermanent Full-time

LocationTokyo - 23 Wards

Salary7 million yen ~ 8 million yen

RefreshedAugust 28th, 2026 12:41

General Requirements

Minimum Experience LevelOver 3 years

Career LevelMid Career

Minimum English LevelBusiness Level

Minimum Japanese LevelBusiness Level

Minimum Education LevelBachelor's Degree

Visa StatusPermission to work in Japan required

Job Description

Lighting Design Engineer (Automotive Lighting) is responsible for the design and development of automotive lighting systems such as headlamps & other exterior lamps. The role focuses on creating robust, manufacturable designs using CAD tools while ensuring compliance with customer requirements, regulatory standards, and cost targets. The engineer collaborates across design, simulation, and project teams to deliver high-quality lighting solutions.

Key Responsibilities

- Develop **3D models and 2D drawings** using CREO in line with defined standards
 - Design and develop **automotive lighting components** (headlamps, rear lamps, etc.) from concept to production in coordination with supplier
 - Ensure **design feasibility** considering plastic injection molding and tooling constraints
 - Create and refine **design proposals, sketches, and surface data evaluation**
 - Perform **design calculations, simulations, and validations** (cost, weight, performance)
 - Design critical features such as **mounting clips, ribs, locators, and harness routing**
 - Participate in **Design Reviews (DRs)** and ensure timely closure of action items
 - Manage CAD data using **PDM/PLM systems** and maintain version control
 - Interface with **customers and internal stakeholders** for technical discussions and updates
 - Support project timelines and ensure adherence to **milestones and quality standards**
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Required Skills

Required Qualifications

- Proficiency in **CREO** (Part Design, Assembly, Drafting)
 - Strong knowledge of **plastic part design** and **injection molding principles**
 - Understanding of **tooling feasibility and manufacturability constraints & tolerance stack-up analysis**
 - Good working knowledge of **GD&T (Geometric Dimensioning & Tolerancing)**
 - Familiarity with bumper & **automotive lighting systems** (headlamp/rear lamp architecture)
 - Ability to interpret and work with **engineering drawings and standards**
 - Understanding of optics, **simulation/validation tools** (basic level preferred)
 - Understanding of **DFMEA / DFM / DFA methodologies**
 - **KOLA**: Knowledge is KOLA to be preferred
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Company Description