Lighting Design Engineer (Automotive Lighting)

募集職種

人材紹介会社
IZUMI NETWORK

求人ID
1609680

業種
自動車・自動車部品

雇用形態
正社員

勤務地
東京都 23区

給与
700万円 ~ 800万円

更新日
2026年08月28日 12:41

応募必要条件

職務経験
3年以上

キャリアレベル
中途経験者レベル

英語レベル
ビジネス会話レベル

日本語レベル
ビジネス会話レベル

最終学歴
大学卒： 学士号

現在のビザ
日本での就労許可が必要です

募集要項

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**

スキル・資格

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

会社説明