



Critical features of this job are described under the headings below. Beacon Industries, Inc. reserves the right to assign or reassign duties and responsibilities to or from this job at any time.

Job Title:	Simulation Engineer
Department:	Engineering
Division:	Aerospace

About Us:

We are a U.S.-based aerospace and defense manufacturer specializing in niche component design. Our team supports mission-critical projects with precision engineering and innovation.

Job Summary:

We are looking for a Simulation Engineer to design, develop, and test electronic systems for aerospace and defense applications.

Key Responsibilities:

Have familiarity with any of the following: tools like MATLAB, KiCad, PSpice, Xilinx Vivado, LTSpice, Altium, Ansys (HFSS, Icepack, Lumerical, Interconnect), COMSOL, and Optisystem

Design and develop electronic circuits and systems for aerospace/defense equipment

Work with cross-functional teams (mechanical, systems, manufacturing)

Support testing, troubleshooting, and validation of electronic components

Ensure compliance with industry and military standards

PHYSICAL DEMANDS OF THE JOB:

N (Not Applicable) Activity is not applicable to this position

O (Occasionally) Position requires this activity up to 33% of the time (0 - 2.5+ hours per day)

F (Frequently) Position requires this activity up to 33% to 66% of the time (0-2.5+ hours per day)

C (Constantly) Position requires this activity up to 33% to 66% of the time (0 - 2.5+ hours per day)

Physical Demand

Lift/Carry

Stand		4.5 kg or less	
Walk		05-07 Kg	
Sit		07-09 Kg	
Manually Manipulate		09-12 Kg	
Grasp		Over 12 Kg	
Reach Outward			
Read		Push/Pull	
Reach above shoulder		5 kg or less	
Climb		10-25 kg	
Crawl		25-30 Kg	
Squat or Kneel		30-50 Kg	
Bend			

Other Physical Requirement

Vision (Near) Sense of Sound – Hear and Respond

Travelling to Vendor, Training Centre as per requirement