



Genoa Design International is a marine production design company. Our head office is located in Mount Pearl, Newfoundland and Labrador, Canada. We also have work sites in Vancouver and New Orleans.

In business since 1995, Genoa provides production lofting, detail design and 3D modeling services to shipbuilding and offshore industries around the world, with the majority of clients located in North America.

As an employee-owned company, Genoa's owners work in the business every day. Genoa operates a dynamic work environment with attention to openness, flexibility, health and wellness, career progression and competitive compensation packages.

If you are looking for a career opportunity with a company whose philosophy is to put people first, create lasting relationships, make a difference, never stand still, own it and to live well, we are looking forward to hearing from you.

Applications must be submitted via email to jobs@genoadesign.com. Please include competition number **2019 RDS 013** in the subject line. While Genoa appreciates all applicants, only those short-listed for an interview will be contacted. Closing date is **Friday, June 07, 2019**.

Research and Development Specialist

2019 RDS 013

DUTIES AND RESPONSIBILITIES:

- Support the Research and Development Manager in the identification of new product opportunities and creating solutions to drive performance;
- Assist with product development day-to-day functions for specific categories/sub-categories. Work independently to move projects through the process to meet the assigned goals.
- Contribute to the innovation pipeline/portfolio with ideas for the conversion of insight as well as to the growth of distinctive product/ systems/ applications offerings within multiple and/or targeted core technologies component areas; and
- Proactively seeks and develops basic business/ customer understanding to support the identification of business opportunities. Stays current and constantly builds on scientific knowledge, keeps-up with literature and field of specialization as well as seeks new opportunities within the project scope.

QUALIFICATIONS:

- Degree in engineering or another related field;
- Knowledge in new product development (analytical studies; proof of concept and prototyping) and commercialization would be an asset;
- Video Game 3D Modeler/Designer
- Coder
- Proven research, problem solving and conceptual thinking skills;
- Demonstrated ability to work autonomously;
- Ability to work within an environment of high uncertainty and ambiguity;
- Communicate effectively, both verbally and in writing, and build relationships with diverse groups such as customers, vendors, and officials at all levels; and
- Strong organizational and planning skills with ability to multi-task and handle changing/ competing priorities with independence and good judgment.