

INTERNSHIP FOR ELECTRONIC ENGINEERS

Valeo is one of the world's leading automotive suppliers of components and integrated systems for both the original equipment and aftermarket sectors. As a technology company, Valeo proposes innovative products and systems that contribute to the reduction of CO2 emissions, to the improvement of vehicle performance and to the development of intuitive driving.

The Visibility Systems Business site, in Martos (Jaén), has around 3000 employees and is developing and manufacturing Lighting Products and Electronics. From the latest adaptive lighting technologies to intuitive interior lighting solutions to stylish and design-centric external lighting, Valeo constantly innovates to improve comfort and safety for drivers and passengers alike.

Thanks to a dynamic and diversified environment, we offer the students and the fresh graduated opportunities to develop their potential, to reach their career development goals and to bring their contribution to technological innovations in the automotive industry.

In this context, Valeo is looking for: Electronic Engineer Intern

Support in the following tasks:

- 1- You will help for writing the system and sub-system requirements document to be compliant with Valeo audit standard.
- 2- You will be able to writing the functional requirements of systems and sub-systems
- 3- You will participate to the improvement of the standards, methods & tools

Electronic Degree.

To be able to be selected within Valeo, the candidate will have to demonstrate the following requirements:

- ✓ Mandatory B2 certificate or fluent English
- ✓ Be result oriented, commitment to teamwork within an international environment;
- ✓ Professionalism and transparency;
- ✓ Geographical mobility;
- ✓ Passion for the automotive industry.

If you want to be part of a thriving automotive company, and to be part of teams that create what cars of tomorrow will be, apply now!

Francisco Javier Reyes Ariza - Talent Specialist at Valeo Martos: Francisco-javier.reyes@valeo.com