



PR/158386 | M&E Engineer

募集職種

人材紹介会社

ジェイエイシーリクルートメントマレーシア

求人ID

1512460

業種

土木

雇用形態

正社員

勤務地

マレーシア

給与

経験考慮の上、応相談

更新日

2025年02月19日 10:01

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

短大卒：準学士号

現在のビザ

日本での就労許可は必要ありません

募集要項

COMPANY OVERVIEW

A globally recognised architectural, engineering and infrastructure construction company ranked among the top 30 construction companies in the world are looking for a **M&E Engineer** to be based in **Kuala Lumpur** with the opportunity to gain experience working on international overseas projects remotely.

JOB RESPONSIBILITIES

- Perform all necessary duties from tendering / bidding works including the preliminary/conceptual M&E design stage until project construction completion.
- Understand all M&E system, architectural and structural drawings, project requirements and prepare project estimate for tender / implementation
- Understand general condition of Tender / Project documents and special conditions of M&E works.

- Prepare tender documents on mechanical system detailed design and prepare specifications, bill of quantities and schedule that comply with local code of practice, policies, standard, statutory regulation, and authority submissions.
- Produce Value engineering, references suitable for each tender/project, and presentation to Client during Tender meetings.
- Attend meetings and coordinate with all other internal and external design team members
- Provide technical support to project sites when necessary to ensure works are installed in accordance with contract documentation, good engineering practice and within the cost budgeted and projected timeline.

JOB REQUIREMENTS

- Bachelors Degree in Mechanical Engineering or Equivalent
- Minimum of 1 to 3 years experiences working in construction
- Involvement in a Data Center or Cleanroom project experience will be advantageous.

Click '**Apply Now**' or forward your updated CV to sunil.see@jac-recruitment.com

Thank you!

#LI-JACMY

#countrymalaysia

会社説明