



Electrical Technician (BE-CEM-IN-2026-45-GRAE)

Geneva, Switzerland - Full-time

Job Description

Are you passionate about cutting-edge control systems and embedded technologies?

Our [Infrastructure Section](#) within the Controls Electronics and Mechatronics group of the Beams Department is looking for a new colleague to join them. The team is responsible for the deployment, monitoring and maintenance of accelerator controls, embedded frontend systems, and fieldbuses.

Your responsibilities:

- Configure and deploy embedded frontend systems (VME, IPC, mTCA, PXIe) and fieldbus components (WorldFIP, General Machine Timing (GMT), White Rabbit).
- Support and troubleshoot operational equipment, ensuring smooth accelerator controls and rapid issue resolution.
- Perform corrective maintenance on deployed systems to guarantee reliability and performance.
- Manage hardware assets and documentation, keeping track of deployed components and system configurations.
- Collaborate closely with accelerator teams, adapting to user community requirements to enhance control systems.

Your profile:

- Embedded computers.
- Fieldbuses & signal transmission.

Skills:

- Linux & Shell scripting.
- Asset management.
- Spoken and written English or French, with a commitment to learn the basics of the other language.

Eligibility criteria:

- You are a national of a [CERN Member or Associate Member State](#).
- **By the application deadline**, you have a **maximum of two years of professional experience since graduation** in Electrical Technician (or a related field) **and your highest educational qualification is a general secondary education diploma**.
- You have never had a CERN fellow or graduate contract before.
- Applicants with a Bachelor's, Master's or PhD degree are not eligible.

Additional information

Job closing date: **15.03.2026 at 23:59 CET.**

Contract duration: 24 months, with a possible extension up to 36 months maximum.

Working hours: 40 hours per week

Job flexibility: Hybrid

Target start date: 01-June-2026

