







Glanua



#JOB-2424908



Navan, Co. Meath,



No of positions: 1



Paid Position



39 hours per week



To be Confirmed



15/12/2025



12/01/2026

## How to apply

### **Application Method:**

Please apply to the vacancy by the following means:

Email: recruitment@glanua.com



Open your camera app & point here to view this ad

# Construction - Commissioning Engineer

#### **Application Details**

In order to work in Ireland a non-EEA National, unless they are exempted, must hold a valid employment permit. Please review the <u>Eligibility and requirements for an employment permit</u> if you are unsure of your eligibility to apply for this vacancy.

#### **Job Description**

The main duties and responsibilities of the Commissioning Engineer are outlined as follows:

Work as part of a team in the delivery of one or more projects at any one time, embracing the ethos of a "one team" culture.

Ensure Health, Safety, Environmental & Sustainability standards, policies and procedures are always adhered to on-site.

Support project delivery teams in the development and preparation of commissioning test documentation.

Review of design stage control philosophies, motor and instrument listings, panel drawings and cable schedules in order to validate designs, familiarise with project and spot issues before they arise.

Attend Hazard and Operability Studies (HAZOP) and Control Hazard and Operability studies (CHAZOP) and provide input on commissioning and operability issues as required.

Attend third part Factory Acceptance Tests (FATs) and Site Acceptance Tests (SATs) as required and provide acceptance sign-off on behalf of the company.

Complete preliminary installation checks and provide completion snag lists to mechanical and electrical sub-contractors.

Conduct initial power-up of MCC's and complete rotation checks on motors and I/O point-to-point checks (dry testing).

Set up instrumentation in the field and scale instrument 4-20 mA signals back to PLC. Calibrate any instruments requiring field calibration.

Upload the first draft of the PLC code in conjunction with the automation engineer and conduct preliminary dry tests.

Divert flows to new works process and conduct wet testing of PLC/HMI/SCADA automated sequences. Ensure that PLC/HMI/SCADA logic conforms to control philosophy and de-bug as necessary.

Troubleshoot equipment, instrumentation, hardware, and software in order to ensure correct

operation.

Work with Process Engineers in order to optimise and improve the process performance of water and wastewater infrastructure.

Complete all commissioning documentation including pre-test inspections, commissioning reports and works demonstration. Provide demonstration of same to client and receive sign-off.

Liaise closely with the project delivery engineering team on-site, HSQE advisor, and management in order to ensure safe and timely delivery of the commissioning process.

Organise and facilitate plant shutdowns and/or diversion of flows as required with project delivery team and the client through permit-to-work systems.

Ensure a positive experience for the client and their representatives instilling an ethos of collaboration and cooperation.

Seek to improve the commissioning process by providing lessons learned feedback and innovative solutions for adoption on future projects.

Keep appraised of the latest standards and technology through continuous professional development (CPD).

Other duties as required from time to time.

Knowledge, Skills and Experience:

The main knowledge, skills and experience required of the Commissioning Engineer are outlined as follows:

Minimum of 3 years' experience working in a similar role.

· Sector: construction

#### **Career Level**

Not Required

#### **Candidate Requirements**

(Essential)

- Minimum Experienced Required (Years): 3
- Minimum Qualification: No Qualification

(Desirable)

- Ability Skills: Administration, Analytical, Communications, Computer Literacy
- Compentency Skills: Collaboration, Decision Making, Flexibility, Initiative
- o Driving Licence: Full: B