



**METAL SHARK**  
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**Job Title:** Naval Architect

**Status:** Exempt

**Typical Duties/Responsibilities of Position:**

- Ability to
  - Work independently with direct supervision from a Senior Naval Architect
  - Lead a small design teams up to 2 engineers and /or designers/drafters
  - Work as member of a larger design team
- Preparation and/or review of the following
  - Drawing Packages: design, production, systems, etc.
  - Parts specification
- Apply naval architecture principles to the develop the following
  - General Arrangements
  - 3-D hull forms
  - Weight estimates
  - Stability
  - Performance assessments
- Support vessel engineering from contract through production engineering
- Support production during vessel construction
- Perform other duties as assigned.

**Qualifications/Experience:**

- Bachelor's Degree in Naval Architecture, Marine Engineering, or similar
- Experience: A minimum of 3 years in the marine industry, specifically in the design and/or production of vessels under 150'.
  - A thorough understanding of all aspects of aluminum boat design and construction:
    - Structures
    - Intact & damaged Stability
    - Familiarity with Classification Society rules (ABS, DNV, USCG, etc.)
    - Electrical Systems
    - Onboard systems including, but not limited to: propulsion machinery, piping, HVAC, hydraulics, etc.
    - Aluminum fabrication
  - Skills geared towards engineering and design for production
- Working knowledge of the following software
  - AutoCAD
  - Microsoft Office (Word, Excel, Project, Outlook)
  - Rhino
  - GHS
  - Solidworks preferred

