

Position: Naval Architect

- Requirements
 - 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
- Responsibilities
 - 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.