



JOB OPENING

Structural Design Manager - Franklin

Position Summary: Metal Shark is a fast-growing company and is expanding its Engineering Department. We are looking for an experienced Structural Design Manager to become a part of Engineering's management team. The Structural Design Manager will manage our Structural Design group in Franklin, LA, reporting to Metal Shark's Vice President of Engineering. Metal Shark's Designers are responsible for developing all of our 3D structural Models and 2D Production Drawings. Metal Shark utilizes an array of software, including AutoCAD, Rhino 3D, Solidworks, and ShipConstructor to ensure a high level of confidence for an efficient production of our model line. Vessel designs can and will vary greatly, from a 40' high speed interceptor to a 150' passenger ferry.

Minimum Requirements:

- Associate's Degree in Drafting & Design, or similar
- Experience
 - A minimum of 10 years of designing and drafting experience
 - A minimum of 5 years leading a group of 2D and 3D Designers
 - Extensive knowledge of the following software
 - AutoCAD
 - Microsoft Office (Word, Excel, Project, Outlook)
 - ShipConstructor
 - Rhino preferred
 - Skills geared towards engineering and design for production

Responsibilities:

- Work with Engineering Management to schedule Designer to projects. As such, you will be responsible for developing and maintaining a resource plan for the Structural Design Group.
- Oversee and manage the activities of Metal Shark's Drafting & Design Group and its employees.
- Develop, maintain, and enforce standard design and drafting configurations and procedures, to be incorporated into a Metal Shark Standards Design Book.
- Review all Production drawings for content and quality, approving them for production.
- Identify continuing education opportunities that will increase our technical acumen under your discipline.
- Oversee the development of complex 3D ship structural models, as well as 2D part and assembly drawings
- Support Production throughout vessel construction