Boat technical arrangement designer m/f

Job and assignments

Boat arrangement technical designers study the boat general arrangement and the specifications of the onboard rooms for the carling, ventilation, power and fluid systems. They define how the equipment, power and HVAC should be best distributed and specify the area that is needed to integrate those circuits. They need to factor in related constraints and consider the boat life-cycle, including launch and operational maintenance.

Work environment

Boat arrangement technical designers usually work in an engineering team. They liaise with the boat architects and the installation managers in all fields-HVAC fluid systems, accommodation and staff rooms and other equipment... They may also support the production teams through the building process to manage the discrepancies between the 3D designs and the actual assembly and fabrication.

Inter-personal and expert skills

 You are a savvy user of design and project management tools (3D CAD, Computer-aided drafting...)

You enjoy using the latest design tools and augmented reality

You are an expert in the related technical fields (mechanics, power, fluids...)

- You are keen on watercrafts (Navy vessels, cargo ships, service vessels...) or underwater crafts (submarines...)
 - You are well-organised, careful and thorough
 - Teamwork matters to you
 - You speak good technical English

Training

- BAC +2 Higher vocational degree BTS Shipbuilding, and technical university degrees in various engineering fields: mechanical engineering and production, industrial design,
 - boiler making design and fabrication...
- bonor making doolgir and rabnoade
- BAC + 3 University vocational degrees in engineering (jobs in the maritime and shipbuilding industry, mechanical eco-design...)

Continuing training

▶ Professional certificate: Advanced technician in industrial design

Ship arrangement leader

Installation manager

Production manager

Your career prospects

© Copyright: article L 111-1of the Code of Intellectual Property