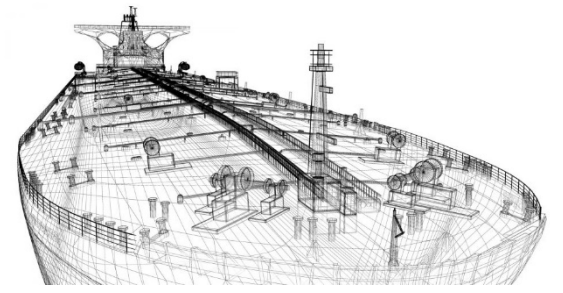


## Job title: Naval Architect



<b>Job title: Naval Architect</b>	Naval architects design, construct, refit and repair marine vessels and offshore structures.
<b>Entry requirements:</b>	<p>Most naval architects have a degree or postgraduate qualification that is recognised by the Royal Institution of Naval Architects. This would usually be an engineering subject like: naval architecture</p> <ul style="list-style-type: none"> <li>• ocean, offshore or marine engineering</li> <li>• ship science</li> <li>• You may be able to get onto a degree course if you've got qualifications from working as an engineering technician.</li> </ul> <p><b>Entry requirements</b> You'll usually need:</p> <ul style="list-style-type: none"> <li>• 3 A levels, including maths and physics</li> </ul> <p><b>Registration</b> a fully qualified naval architect is a member of the Royal Institution of Naval Architects, who is registered with the UK Engineering Council as a Chartered Engineer, Incorporated Engineer or Engineering Technician.</p>
<b>Skills required:</b>	<p>You'll need:</p> <ul style="list-style-type: none"> <li>• maths knowledge</li> <li>• knowledge of engineering science and technology</li> <li>• design skills and knowledge</li> <li>• knowledge of physics</li> <li>• analytical thinking skills</li> <li>• excellent verbal communication skills</li> <li>• the ability to read English</li> <li>• knowledge of computer operating systems, hardware and software</li> <li>• to be able to carry out basic tasks on a computer or hand-held device</li> </ul>
<b>What you'll do:</b>	<p>Your day-to-day duties could include:</p> <ul style="list-style-type: none"> <li>• coordinating the work of engineering design teams</li> <li>• making sure that designs are safe, seaworthy and cost-effective</li> <li>• preparing design plans using computer software</li> <li>• checking and testing specifications using computer simulations and 3D models</li> <li>• making sure that designs meet operational requirements</li> <li>• coordinating manufacturing or repair work</li> </ul>
<b>What you'll earn:</b>	<ul style="list-style-type: none"> <li>• Starter: £25,000</li> <li>• Experienced: £65,000</li> </ul> <p><i>These figures are a guide.</i></p>
<b>Working hours, patterns and environment:</b>	<ul style="list-style-type: none"> <li>• You could work in an office, at a shipyard, on a rig, on a ship or in a laboratory.</li> <li>• Your working environment may be at height and outdoors some of the time.</li> <li>• You may need to wear protective clothing.</li> <li>• 39 to 41 hours a week with occasional evenings and weekends</li> </ul>
<b>Career path and progression:</b>	<p>With experience, you could progress to senior positions. You could become a consultant, providing technical and commercial guidance, support and project management for research, design, construction, refits or conversions.</p> <p>You could also move into other areas like procurement, sales and marketing.</p>