# Image result for Naval architect**Job title: Naval Architect**

|  |  |
| --- | --- |
| **Job title: Naval Architect** | Naval architects design, construct, refit and repair marine vessels and offshore structures. |
| **Entry requirements:** | 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 * ocean, offshore or marine engineering * ship science * You may be able to get onto a degree course if you've got qualifications from working as an engineering technician.  Entry requirements You'll usually need:   * 3 A levels, including maths and physics  Registration  * 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. |
| **Skills required:** | You'll need:   * maths knowledge * knowledge of engineering science and technology * design skills and knowledge * knowledge of physics * analytical thinking skills * excellent verbal communication skills * the ability to read English * knowledge of computer operating systems, hardware and software * to be able to carry out basic tasks on a computer or hand-held device |
| **What you'll do:** | Your day-to-day duties could include:   * coordinating the work of engineering design teams * making sure that designs are safe, seaworthy and cost-effective * preparing design plans using computer software * checking and testing specifications using computer simulations and 3D models * making sure that designs meet operational requirements * coordinating manufacturing or repair work |
| **What you’ll earn:** | * Starter: £25,000 * Experienced: £65,000   *These figures are a guide.* |
| **Working hours, patterns and environment:** | * You could work in an office, at a shipyard, on a rig, on a ship or in a laboratory. * Your working environment may be at height and outdoors some of the time. * You may need to wear protective clothing. * 39 to 41 hours a week with occasional evenings and weekends |
| **Career path and progression:** | 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.   You could also move into other areas like procurement, sales and marketing. |