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

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| **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 requirementsYou'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.
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| **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
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| **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
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| **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
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| **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. |