

Jobs at Electric Boat

Outside Electrician - Outside Electrician (OSE) mechanics install wireways supporting the many miles of cables in submarines. They also install cables and electrical components ranging from large power distribution switchboards to telephones. After installation, of wireways, cables, and electric components, OSE mechanics hook up cables to electrical components in accordance with Navy electrical standards and procedures. Grooming of electrical components and submarine compartments for company, Navy and government inspectors is also part of an outside electrician's responsibility.

Electro-Mechanic - Install and test the major operating systems on board a submarine. Install and set up the submarine antenna, the sonar system, the communications system, operations and combat support systems and cable connecterization. Mechanics build High Density Connector plugs, construct, test and troubleshoot Fiber optic terminus, install Blown Fiber and may be qualified in Fusion splicing. Applicants will be tasked to learn power and data/signal cable splicing. After installation, hook up cables to electrical components in accordance with Navy electrical standards and procedures, also assisting the Navy in testing the systems they install. Must be skilled at reading and interpreting blueprints and schematics

Outside Machinist - Outside machinist (OSM) mechanics perform a variety of jobs in submarine construction. OSM mechanics install large submarine components such as the fairwater and stern planes, turbine generators, propeller shaft, propeller and torpedo tubes. Smaller components, such as pumps, motors, fans, cooling coils, valve actuators, hydraulic control valves, remote valve operators and zinc anodes are installed on the submarine by OSM mechanics. Mechanical submarine system grooming for company, Naval and government inspection is also a OSM mechanic's responsibility.

Inside Machinist - The inside machinist performs a variety of assembly and machining processes in a shop environment. Work includes small and large assembly of submarine construction pieces, machining of steel, alloys and submarine assemblies to blueprint specifications using lathes, milling machines, radial drills, horizontal boring machines, planers and grinders. Many shop machines are computer programmed and controlled. Inside machinists require precision layout and measuring skills and must be able to read and interpret blueprints.

CNC Machinist Milling Machines – Set-up and machine components on a vertical mill or machining center with CNC control. Read mechanical blueprints, perform precision measurement, and operate equipment via CNC machine control. Use hand tools and portable power tools as required. Use mathematics to perform shop computations. Read, comprehend, and complete hardcopy and electronic work package documentation.

Sheetmetal Worker - A worker in this trade performs shipboard installation of ventilation ducting and joiner work. Joiner work includes lockers, "furniture," non-structural prefabricated bulkheads (partitions forming the various submarine compartments and spaces), doors, composite materials, and stainless steel trim. The sheet metal worker builds and finishes the inside of the submarine using skills similar to a carpenter doing "finish" work on a house. Blueprint reading/interpretation, measurements, template and layout skills are important to a sheet metal worker's trade.

Carpenter - Carpenters utilize blueprint, layout, and measurement skills to perform many jobs in submarine construction and support. Carpenters install thermal and acoustic insulation, sound damping material, and deck tile throughout the many compartments and spaces on a submarine. Carpenters construct staging, establish and lay out ships' reference lines, and support the moving and launching of submarines.

Shipfitter - A Shipfitter is required to interpret construction drawings using basic mathematics ability. Job tasks includes layout, fabrication, assembly and installation of foundations, structures, components and deck packages, etc. Individuals should have a working knowledge of burning, grinding and welding operations. Work assignments will be accomplished within the requirements set in various company documents, policies, procedures and forms. Work conditions may include entry in restricted or confined spaces. Individuals will require their own personal trade hand tools.

Pipefitter - Pipefitters are responsible for the fabrication and installation of piping systems that carry the ship's life blood in the form of liquids and gasses under varying pressures. The pipefitter must acquire a range of skills including measurement, fit-up, bending and installation techniques to comply with close tolerances demanded in such a complex craft. Pipefitters work with piping ranging in size from very small tubing to very large diameter piping. Piping materials and fittings are made from a variety of type of metals and alloys depending on the system pressure and function. Systems include hydraulic, lube oil, high and low pressure air, high and low pressure steam, sea water, chilled water and potable water. Pipefitters are also responsible for grooming systems in preparation for company, Navy and government inspections.

Welder - Welding at Electric Boat is performed on a wide variety of materials, utilizing an even wider range of welding processes. Since qualification is required for each process, welder training does not stop after initial training in the pre-employment program. Welders are trained in both new and traditional welding processes, using both conventional and state-of-the-art equipment, much of which has been developed at Electric Boat. This training, as well as welding performed in the shipyard, adds to the welder's versatility and helps to increase productivity.

Designer – Designers utilize state-of-the-art computer systems to support ship design from concept design through detailed design, construction, and life cycle support. Designs are developed utilizing disciplined processes within a team environment to ensure that designs meet product specifications, affordability, and quality requirements while satisfying stringent operability requirements. CATIA and AutoCAD are Computer Aided Design (CAD) software packages that are widely used.

Rigger – Riggers participate in lifting, handling, and moving of heavy loads at the facility, using typical rigging equipment such as straps, cables, chains, slings, block and tackle, pulleys, and booms. Riggers will work with mobile cranes and overhead cranes and will eventually become trained and qualified to operate overhead cranes and forklifts along with types of handling gear. Candidates must possess a valid driver's license and be able to read and interpret blueprints as well as policies and procedures.