

PROJECT ENGINEER – STORE FIXTURES

RETAIL ENVIRONMENTS & STORE FIXTURES

TORONTO/GTA | FULL TIME

Technical Drive. Detail. Create. Deliver. Develop engineering plans and solutions for brands that embrace artistic freedom across the retail world.

It is rare to find a role that will embrace the DNA of a retail environments team that captures the essence of Innovation, Design & Evolution.

Our client is a leading Display & Store Fixture Manufacturer in the Vaughan/GTA area. This company leads the sector with cutting-edge technology as well as their passion for innovation to create extraordinary retail environments.

Their work has received awards from designers across the globe, creating chaos in the sector as they force a sea change with competitors, clients, and leading brands.

The organization is recognized as the fastest growing Retail Environments Company in North America, which is driving the desire to add a new Project Engineer.

This is an amazing opportunity for a creative and technically driven individual with a client-centric focus on creative solutions.

The Project Engineer Overview:

The Project Engineering role consists of a unique balance between creativity, detail and strong technical knowledge. The Project Engineer cultivates a technical spirit with an emphasis on customer service and ingenuity. The PE leads as an expert in ensuring the communication, development, and translation of all details for our clients' projects.

The Project Engineer Focus:

- The Project Engineer is accountable for the preparation of fixture drawings for customer approval and detail fabrication information and design through the use of Inventor/3D Modelling Software or Solidworks
- Produce fixture drawing specifications for customer review based on the prescribed design using the company engineering/drawing standards.
- Incorporate engineered, efficient, best practice design/production methods in the design/detail drawing process.
- Review all drawings and specifications with Engineering Manager and Project Managers.
- Product development – source and develop information & details for efficient production resulting in excellent quality.
- Interact with production to assure design/production flow.
- Create Bills of Materials for all manufactured products and input into ERP manufacturing system.
- Maintain/update all revisions to B.O.M's.
- Preparation of all required detail drawings, cut lists, and laser programs for accurate production job flow.
- Create work orders for production based on accurate Bill of Materials.



The Project Engineer Skillset:

- University degree and/or diploma in Design, Engineering in architectural sciences, millwork and/or related fields.
- Excited to be in the manufacturing environment, with a desire to lead with a hands-on approach.
- Highly knowledgeable of 3D software programs (AutoDesk Inventor preferred).
- Strong design skills: ideation, sketching, and concept generation
- General understanding of manufacturing processes (knowledge of metal and wood finishing an asset).
- Strong team player with a positive attitude.
- Highly organized and able to prioritize daily tasks.

Please contact Krista at krista@podgroup.ca for further information – we welcome an exploratory discussion with all those that have an interest and present their resume. For additional information, please visit www.podgroup.ca.

