

Do you strive to work for a company with a positive work culture, collaborative/modern thinking as well as being part of a team that produces exquisite work that is seen internationally?

• Who we are:

Western Archrib manufactures a full range of glulam products in a wide variety of sizes, shapes, and lengths. Our experience shows in the consistent quality of our products and the expertise we bring to custom-fabricated projects. We work closely with architects, engineers, developers, building owners, general contractors and building designers, bringing cost-effective solutions to unique and distinctive designs.

With two production facilities, and a network of distributors, we are well positioned to provide projects of any size across North America and beyond.

Position Requirements:

Reporting to the Drafting Supervisor,

- Must be able to work with minimal direction.
- Drafting experience; both 2D AutoCad and 3D modeling is an asset
- Full-time, Permanent

Our successful candidate will hold the following qualities that will help you thrive in our company:

- Team Player
- Growth Mindset
- Innovative Ideas
- Reliable
- Curious
- Problem Solver
- Pride in your work
- Self Motivated
- Ingenuity
- Attention to Detail
- Good Organizational Skills
- Excellent Communication Skills
- Strong Leadership Abilities

What we offer **YOU**:

- Friendly work culture
- Comprehensive group benefits including health and dental coverage & boot allowance starting after 3 months
- Group RRSP
- Growth Opportunities
- 40 hour work week, Monday
 Friday
- Hands on Training
- Quality Knowledgeable management
- Competitive wages
- Coaching & Mentoring from Senior Staff
- Employee Recognition
- Wage to be negotiated based on abilities and experience

How to apply to become as asset to our team:

- Resumes may be mailed to <u>david@westernarchrib.com</u> or dropped off at our main office at 783 Johnson Street N. in Boissevain, MB Attention: Drafting Supervisor
- This vacancy does not have a closing date. Applications will be reviewed until position is filled