



SprayMarks

ENGINEERING

MAINTENANCE & GENERAL ENGINEERS

Our engineering division designs and manufactures prototype industrial plant, custom builds machines, undertakes plant relocation, installation and commissioning. We also provide maintenance services for all types of plant, machinery and vehicles along with compressor system sales and servicing.

We have plenty of work happening and are looking for experienced people to bring new ideas and skills to our team.

Applicants should have the following attributes:

- ◆ Fabrication and machining experience
- ◆ Trade qualification (or working towards) in general engineering, maintenance or fitting & welding
- ◆ A high standard of welding
- ◆ Full Class 1 drivers licence (Class 2 and Forklift licence is desirable)
- ◆ The ability to work unsupervised and be physically fit
- ◆ Initiative and flexibility
- ◆ Self motivation with a great attitude
- ◆ High quality of workmanship
- ◆ Reliability and punctuality
- ◆ Effective communication skills
- ◆ Willingness to travel and stay away at times if work demands

We have a fantastic modern working facility in Ashburton as well as a branch in Christchurch. We work on projects throughout Canterbury as well as wider New Zealand and sometimes internationally.

We offer:

- ◆ New and well serviced equipment
- ◆ A safe working environment with a strong safety culture
- ◆ All the training you need to be a successful team member at Spray Marks
- ◆ A good supply of company uniform and all the safety gear you need
- ◆ Health Insurance benefits for you and your family (after six months service)
- ◆ Opportunities to progress within the organization
- ◆ A chance to work on some exciting projects and contribute your innovative ideas

Visit our website to check out more about Spray Marks, www.spraymarks.co.nz

If you wish to apply please send your CV to vacancy@spraymarks.co.nz
(Pre-employment drug tests are mandatory as is a clean criminal record)

Industrial Maintenance | Plant Modifications | Air & Extraction | Fabrication