

Maintenance Technician – First Shift

Job Description

Metals Engineering is a heat treat service company with two locations in the Green Bay area. We are a values-based company focused on growing through excellent service to our customers and providing a great place to work for our team members.

We currently have an opening on first shift for a Maintenance Technician. Metals Engineering is looking for motivated, service-oriented candidates who are eager to be a great team member and serve our customers.

The position involves safely maintaining the facility and equipment proactively and in breakdown situations.

Skills and Qualifications desired but not all required: Mechanical/electrical abilities, welding and fabrication, masonry, basic machining ability (drill press, lathe), use of measuring equipment, blueprints reading, strong communication, basic computer use, vendor coordination and OSHA training/knowledge.

The ideal candidate is self-driven, willing to learn, respectful of others, service-oriented, hard-working and team goal oriented. Willing to work by themselves or in a group and make decisions as situations develop.

Metals Engineering has a strong pay/benefits package with vacation, profit sharing, Simple IRA match, health care, dental, and vision insurance contribution.

We are committed to ensuring equal employment opportunities for all job applicants and employees. Employment decisions are based upon job-related reasons regardless of an applicant's race, color, religion, sex, sexual orientation, gender identity, age, national origin, disability, marital status, genetic information, protected veteran status, or any other status protected by law

This position requires use of information or access to hardware which is subject to the International Traffic in Arms Regulations (ITAR). All applicants must be U.S. persons within the meaning of ITAR. ITAR defines a U.S. person as a U.S. Citizen, U.S. Permanent Resident, Political Asylee, or Refugee.

Job Type: Full-time

Pay: \$18.00 - \$22.00 per hour