

Plumbing Designer I

March 23, 2018

The Plumbing Designer I is an entry level position. The objective is to learn and perform plumbing engineering/design functions utilizing knowledge and abilities in the application of standard engineering/design procedures, techniques, and criteria. Limited exercise of judgment is required on details of work and in making preliminary selections and adaptations of engineering alternatives. This position is provided significant supervision, continuous improvement and training through co-design.

Responsibilities: Responsibilities include designing building plumbing systems for commercial, retail, and food service industries, with supervision and co-design. Assessment of existing or new project conditions is required, and the Designer I shall be capable of applying this information in the design. Position requires communication with the Project Manager and mentor for coordination of design criteria. Specific tasks are as follows:

- Review tenant criteria manuals and site survey reports.
- Reference client standards and prototypical designs.
- Create basic plumbing system sketches and designs.
- Perform calculations using procedures described in ASPE Handbooks, and recognized software suites.
- Layout plumbing systems using REVIT/AutoCAD and Dialectic drafting standards.
 - Layout of waste and vent systems.
 - Layout of water and gas systems.
 - Draw riser diagrams of waste, vent and water systems.
- Project profile includes small scale, and prototypical projects.
 - Schedule plumbing fixtures, water heaters, etc.
 - Edit drawing specifications.
 - Drawing layout and content is prototypical.
- Communicate with landlord representatives and authority-having- jurisdiction for building and code requirements.
- Coordinate with electrical designers for equipment voltages.
- Coordinate with mechanical designers for fossil fuel, water, and condensate requirements.
- Gain a working knowledge of plumbing codes, fire codes, and ASHRAE Standards as they apply to small commercial projects.
- Gain a working knowledge of energy codes and utilize ComCheck, FLACOM and T24 for rollout projects.
- Develop semi-independent ability to execute project responsibilities with supervision.
- Shall study code books, designer standards, etc. to improve knowledge.
- Learn building plumbing system design of retail establishment types and quick serve restaurants, etc.
- Navigate “Client Prototype Files” archive and update prototype files.
- Customize standard details to suit actual projects.
- Participate in project Premieres, retrospectives and continuous improvement activities.

Required Skills:

- REVIT/AutoCAD training or on the job experience.
- Basic computer skills or on the job training.
- Ability and willingness to learn Plumbing Codes as well as local codes, and how to interpret and apply them towards design.

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- Develop an understanding of building structures, mechanical, electrical and plumbing systems and how they interact.
- Building plumbing system designs for projects such as retail rollout and prototype implementation, small office or tenant finish, and small restaurants.

Education Requirements:

This level requires 2 years CAD training, production or equivalent experience in a professional working environment.

Location:

Kansas City, Missouri