

## J.B.A.P: Junior **Bad Ass** Programmer (CNC)



Are you – or do you want to be - a **bad ass** machinist/programmer who gets a kick out of massive structures, extreme speeds, chips the size of baseballs and large CNC machinery with over 3000 ft.lbs of torque ??

We're looking for manufacturing ninjas, energetic individuals who are not interested in making small parts, or boring production runs. Problem solvers, builders, creative minds who like to MAKE stuff. BIG, COMPLEX, EXCITING metal structures.

YOU bring the can-do attitude and high personal drive, M&F provides the kick-ass work environment, training and an equally bad ass compensation package and career path.

### J.B.A.P.

The Bad Ass Junior CNC Programmer is the quick ninja of metal manufacturing: you have basic knowledge and a good 'gut feel' for machining strategies, learn quick and enjoy working with an experienced machining team to make it happen ! Career growth possibilities include positions in CAD/CAM programming, engineering, project management and operations.

### Essential Functions

- Interpret 2D blue prints (including GD&T tolerancing) and 3D CAD models requirements and implement into machining strategy using MasterCam (X9) for 3/4 axis CNC mills (vertical and horizontal)
- 3D geometrical thinking
- Cutting tool and work holding fixture selection, design and planning
- Creation of setup sheets and machinist instruction
- Program feedback implementation and optimization

### Competencies/Experience

- "Can Do" attitude, Thorough and Accurate, Team Player
- Minimum 2 years experience as a machinist and programmer or an equivalent technical background
- Some experience with CAD/CAM software, preferably MasterCam, Solidworks or CATIA

### Position Type / Expected Hours of Work

This is a full-time position.

Typical work hours are Monday through Friday, 7:00 a.m. to 3:30 p.m., 40 hours per week, but we're flexible. As long as you get the job done and work with the machining teams as required.

Overtime may be required occasionally.