# **MILLWRIGHT**

### ABOUT THIS CAREER

Millwrights install, service, diagnose and repair all types of industrial machinery and heavy equipment used in many industries. They work on a range of equipment such as pumps, compressors, turbines and mining equipment using a combination of hand, power and precision tools. Millwrights can also weld and fabricate. They develop strong blueprint reading and troubleshooting skills in pneumatics and hydraulics and other specialized fields.

380,500

CONSTRUCTION WORKERS **NEEDED BY 2034** 

\*BuildForce Canada

"I'm depended on to assemble and maintain complicated machinery that costs millions of dollars. I like making a difference."



You have an interest in operating machinery.



You have a keen eve for detail.



You like precision work and working with building materials.

## RESPONSIBILITIES

- Detect and troubleshoot mechanical problems
- Repair or replace defective machinery parts
- Assemble and install machinery and equipment using tools
- Install machinery foundations
- Fabricate parts required during overhaul, maintenance or set-up
- Perform routine maintenance
- Work with other trades to diagnose programmable logic controllers (PLCs) problems
- Operate, maintain and repair hoisting and lifting equipment

## WHAT YOU'LL NEED

# **Entrance Requirements**

Usually a combination of 5+ years of work experience in the trade, plus high school, college or industry courses for millwrights to be eligible for certification.

#### **Apprenticeship Program:**

4 years, includes technical training, on-the-job training and exam. Journeyperson certificate awarded after successful completion. As an apprentice, you also earn while you learn.

# **Key Skills & Attributes**

(technical training and on the job)

- Reading and math
- Communication
- Planning and problem-solving

#### DID YOU KNOW?

Nearly every industry requires Millwrights, including manufacturing, hydroelectric, automotive, transportation, refinery, food processing and pharmaceutical, as examples.









