



## **Job Description:** Model Finisher

**Job Purpose:** This person works with the APS team to create additive manufacturing models of the customer's product design. The Finisher's job is to take the model after it has been manufactured and ready it for presentation to the customer as a finished product. The model work may be done using stereo lithography (SLA), urethane casting, fused filament fabrication (FFF), painting and plating. This person works under the direction of the Project Manager.

### **Areas of Responsibility:**

- Responsible for the finishing of the model after its manufacture. Finishing may include: cleaning, drying, curing, vapor honing, hand sanding, gluing, drilling, cutting, painting, spray painting, dying, coating, and plating the model. Duties may also include preparing finished models for shipment by packaging, labeling and delivery. Designing and making custom packaging may be required.
- Determine model specifications by studying the product design using customer prints, drawings, physical parts or computer models, customer requirements, and performance standards and translate these to the finished prototype.

**Required qualifications, knowledge, skills:** Note that these requirements are representative, but not all-inclusive, of the knowledge, skill, and ability required to perform this job. Reasonable accommodations may be made to enable individuals with disabilities to perform the essential functions.

- Well-presented and businesslike with a positive attitude. Able to work alone, in a room with other employees. Able to work with a variety of people internal and external to APS. There is no people management required as part of this job.
- Self-driven, efficient and able to get work done in a timely manner.
- Able to stay focused on a task while being careful about detail and thorough in completing work tasks.
- Must be able to communicate well face to face and through written media such as work instructions. Must be able to read and understand production related documents.
- After learning about the various materials prototypes can be made from, be able to determine the kinds of tools, equipment, abrasives, etc. needed to do the job and the steps in finishing the prototype.
- Must be able to handle and be around chemicals that are part of the finishing process, which include but are not limited to: water, alcohol, SLA resin, solvents, glue, dye, and paint, including spray painting.
- Must be able to use calipers, hand tools and power tools which include but are not limited to: sanders, drills, saws.
- Must be able to work in an environment that is dusty.
- Computer skills: Must be able to use a computer to look at designs, schematics or visuals to compare the prototype to.



- As the job requires, be able to work the scheduled shift. From time to time there may be off-shift work available or required.
- **Physical Demands** While performing the responsibilities of the job, the finishers use their hands and arms in handling, installing, positioning, moving materials, feeling surfaces and manipulating things. Finishers may be required to sit for hours at a time. The employee is occasionally required to walk, and reach with arms and hands, occasionally overhead. The employee typically lifts less than 25 pounds at a time and lifting is infrequent. Some personal protective equipment is required such as closed toe & heel shoes, eye protection, gloves, dust mask and other protective clothing depending on the work being performed. Vision abilities required by this job include close vision to discriminate surface flaws.
- **Work Environment** While performing the responsibilities of the job, these work environment characteristics are representative of the environment the employee will encounter. While performing the duties of this job, the employee is occasionally exposed to and is expected to be able to operate equipment with moving mechanical parts. The noise level in the work environment is usually quiet to moderate. The employee will be exposed to various kinds of dust, chemicals (liquid and solid) and vapors.