

Naval Architecture

BAE Systems Surface Ships is involved in some of the most complex and largest value capital projects in the world. There are career paths that can be designed around your mix of skills and developing expertise. As a Naval Architect Graduate, your time with us will be structured to give you the maximum benefit, working on varied projects from concept design and development, conducting feasibility studies, detailed production and beyond to in-service support including opportunities for off-the-job skills training. Whilst you will work in the Engineering function of Surface Ships, you will be encouraged to experience different areas of the business to give you a wider appreciation of Surface Ships and its long-term objectives.

What can you expect?

The Graduate Development Framework (GDF) is our main graduate entry route into engineering. A structured training plan, developed between you and your business mentor will help you to meet all the requirements of professional accreditation. The aim is to allow you to gain experience around the Engineering function during the first two years of the GDF through a valuable mix of on-the-job training and external learning designed to build technical knowledge and skills tailored to your individual needs.

Join BAE Systems and take your place as part of the team, you'll share the everyday challenges, the long-term objectives – and the fun. You will be working with some of the top experts in their field.

What you'll need

Candidates should be able to demonstrate excellent team working, communication and organisation skills, have broad based capabilities, make a positive contribution and be able to work closely with a range on internal and external customers.

To apply you need at least 220 UCAS points (or equivalent excluding general studies). Predicted or Obtained 2:1 degree in Naval Architecture and the right to work in the UK post graduation.