

## **Building Information Modeling (BIM) Supervisor**

**Number of Posts:** 1

**Contract Type:** INDEFINITE – FULL TIME

### **Job description**

- Provide meaningful input to the project's programming and conceptual design activities
- Coordinate design team members and preconstruction services (i.e., estimating, scheduling, project planning, constructability, site utilization, etc.)
- Oversee the production and management of 3D models
- Establish the scope of work for projects
- Establish the schedule and deliverables for integrated delivery services
- Oversee construction coordination
- Communicate model generated information to project team
- Implement 3D technology during construction
- Participate in the research and development of new technologies
- Lead or be involved in internal training
- Develop project BIM models
- Attend, participate, and present at the group integrated design team
- Provide support to the business development team
- Lead team members by example in: Resourcefulness, Self-starting work habits, Problem solving based on information and sound judgment, Responsible for the mentoring, management, and timely performance evaluation of integrated construction coordinators

### **Requirements**

- Minimum 5 years of progressively challenging construction management experience or equivalent combining education and experience
- Warranted engineer / architect. Master's degree in engineering would be considered an asset.
- Excellent interpersonal skills
- Excellent management and leadership skills
- Strong understanding of construction progress
- Ability to facilitate project collaboration and integrated delivery activities
- Demonstrated ability to multi-task and prioritize
- At least intermediate experience with and demonstrated knowledge of construction costs and financial risk; with a strong understanding of factors that impact cost
- Experience managing people and processes
- Familiar with construction and contract language
- High level of competency with Autodesk Revit, Navisworks, AutoCAD, Synchro 4D, Trimble SketchUp, and Bluebeam Revu
- Proficiency with Autodesk BIM 360 Field and Glue, 3DS Max, Civil 3D, Point Layout, Faro Scene, Google Earth Pro, and Adobe Suite (Photoshop, InDesign, etc.)

- Proficiency with the following workflows and solutions is preferred but not required: game engine technologies (Unity, Unreal, Lumion 3D), Parametric Analysis solutions (Dynamo, Grasshopper, Solibri), basic key frame animation, 2D/3D rendering capabilities, 2D/3D post-production capabilities
- Animation experience is essential
- Current driver's license

**Training provided**

Yes

**Any assistance with accommodation/relocation**

We might help the candidate to find an accommodation

**Any other benefits**

No

**Salary**

30K€ to 40€ gross yearly according with the experience of the candidate

**How will the interviews be held**

In person or online according with the current location of the candidate

**To apply**

CV and a covering email are to be sent by email to [eures.recruitment.jobsplus@gov.mt](mailto:eures.recruitment.jobsplus@gov.mt) and should be written in English. Please quote the vacancy name and number in your email.