



Painter

ASV Holdings, Inc. designs and manufactures a full line of compact track loaders and skid steers used primarily in construction, forestry, landscaping and agriculture. ASV also sells OEM equipment and aftermarket parts.

OVERVIEW:

A Painter prepares raw material and sprays surfaces of machines, manufactured products, or working area with protective or decorative material such as paint, enamel, glaze, gel-coat, or lacquer in a safe manner.

RESPONSIBILITIES:

- Cleaning, operating pressure washer, drying, mixing primer & paint, priming, painting, loading, & unloading paint line and touch up.
- Sanding, grinding, reworking, and preparing surfaces for paint are required at various times.
- Maintaining proper documentation and paper work per the paint process.

Types of machines, tools, and other equipment used in job: Pressure washer, air nozzle (drying), paint canisters, paint guns, clean rags, air brush, (small paint gun) camel hair paint brush, decal squeegee, various grits of sandpaper, hoist and fixture.

QUALIFICATIONS:

Education and/or Experience:

- High school diploma or GED
- Six+ month's related experience and/or training; OR equivalent combination of education and experience.

Knowledge, Skills, & Abilities:

- An ability to work independently.
- Exceptional eye for detail.
- Related technical ability and good understanding of paint processes and equipment.
- Strong orientation toward quality, safety, and continuous improvement.
- Excellent problem-solving skills, judgment, and decision-making skills.
- Ability to diagnose, troubleshoot, and resolve problems quickly.
- Ability to manage multiple tasks / projects at one time, handle stress, and work under deadlines.
- Candidates with experience in industrial painting or auto body painting are preferred.

The above Job Description is not intended to be an all-encompassing list of responsibilities, skills, efforts or working conditions associated with this position. It is intended to be a guideline reflecting the principle activities.