

**Job Description:****Title:** Foundry Worker

**Job Summary:** Perform a combination of tasks to include the melting of metals, pouring melted metals into molds, removing castings from molds, packing sand molds, moving sand, castings and other foundry materials. Below is a minimal representation of what is expected of a Foundry Worker.

**Job Essential Duties and Responsibilities:**

- Pack sand molds and pour molten metals into sand molds
- Ability to apply mold coating, ramming/packing sand molds, closing, furnace operations, and shakeout
- Measure out correct amounts of materials for furnace and loads charge
- Skim slag from surface of molten metal
- Clean castings and patterns
- Remove gates, sprues and other projections from castings
- Break up sand molds and slag
- Possess or ability to acquire and maintain knowledge to correctly set up gating and risers for various sand molds. ie: rotational, thermoform, and pattern castings
- Visually be able to inspect procedures and determine any issues and defects
- Notify Lead and correct any defects as permissible, if possible according to specifications
- Work with other departments to notify of processes that did not turn out correct and to stop any future jobs from being affected
- Follow oral and written instructions and/or direction given by supervisors to complete assigned work projects
- Ability to proactively troubleshoot problems
- Work as a team within department and with other departments and Leads
- Ensure work area is clean and safe
- Other duties may be assigned as needed, this is not a complete list

**Requirements:**

Be on time and at your station ready to work when your shift starts.

**Work Environment:**

Typical manufacturing environment including loud noise levels, heat and dirt; steel-toed shoes, dust masks, and/or respirators and safety glasses are a must

**Physical Demands:**

Must be able to stand, sit and bend for long periods of time

Must be able to lift 50-75 pounds

Physical capability to properly handle tooling and safely set up large pieces