

SKILLS FRAMEWORK FOR PUBLIC TRANSPORT SKILLS MAP - ENGINEERING HEAD (MECHANICAL AND ELECTRICAL)				
<b>Sector</b>	Public Transport			
<b>Track</b>	Rail Engineering			
<b>Sub-Track</b>	Mechanical and Electrical			
<b>Occupation</b>	Rail Engineer			
<b>Job Role</b>	<b>Engineering Head (Mechanical and Electrical)</b>			
<b>Job Role Description</b>	<p>The Engineering Head (Mechanical and Electrical) is a technical subject matter expert in mechanical and electrical systems within the organisation. He/She represents the organisation in interfacing with internal and/or external stakeholders to implement mechanical and electrical systems-related strategies. His duties also include translating and aligning established industry standards into department Key Performance Indicators (KPIs).</p> <p>He has a strong understanding of the leading engineering practices, operational best practices, industry developments and regulatory requirements, and he translates it to organisation practices and performance requirements. He possesses strong leadership skills, is able to cultivate a culture of continuous improvement and demonstrates excellent management skills to achieve the department's operational and functional objectives.</p>			
<b>Critical Work Functions and Key Tasks</b>	<b>Critical Work Functions</b>	Lead maintenance activities and operational requirements	<b>Key Tasks</b>	
			Drive departmental and/or organisational maintenance regimes and enhanced engineering standards	
			Drive strategies for failure management to expedite mechanical and electrical systems fault recovery procedures	
			Approve appointment of vendors based on allocated financial limits	
			Drive a culture of workplace safety	
	Cultivate awareness of the Rapid Transit System (RTS) Codes of Practice			
	Drive continuous improvement activities to enhance service reliability	Build a culture of continuous improvement focused on service reliability		
		Drive cross-disciplinary engineering studies to enhance maintenance and engineering standards		
		Drive collaboration with internal and external stakeholders in the adoption of new technologies to enhance maintenance processes		
	Manage people and organisational function	Formulate manpower planning strategy		
		Formulate strategies to equip staff with skills required by industry and/or engineering standards		
		Establish budget for the department		
Translate and align established standards to department Key Performance Indicators (KPIs)				
<b>Skills &amp; Competencies</b>	<b>Technical Skills &amp; Competencies</b>		<b>Generic Skills &amp; Competencies (Top 5)</b>	
	Asset Management	Level 6	Leadership	Advanced
	Budgeting	Level 5	Resource Management	Advanced
	Business Continuity Management	Level 6	Communication	Advanced
	Change Management	Level 6	Interpersonal Skills	Advanced
	Condition-based Assets Monitoring Management	Level 5	Problem Solving	Advanced
	Continuous Improvement Management	Level 6		
	Data and Statistical Analytics	Level 6		
	Engineering Maintenance Management	Level 6		
	Innovation Management	Level 6		
	Internet of Things Application	Level 5		
	Maintenance Scheduling	Level 5		
	Manpower Planning and Deployment	Level 5		
	Organisational Planning and Target Setting	Level 5		
	People Development	Level 6		
	Project Management	Level 6		
	Rail Regulatory Compliance	Level 6		
	Robotics and Automation Application	Level 5		
	Staff Performance Management	Level 5		

	Stakeholder Management	Level 5	
	Strategy Planning	Level 6	
	Systems Engineering Thinking	Level 6	
	Technology Application	Level 4	
	Vendor Management	Level 5	
	Workplace Facilities Safety Management	Level 5	
	Workplace Safety and Health Culture Development	Level 6	
	Workplace Safety and Health for Incident and Accident Investigation	Level 5	
<b>Programme Listing</b>	For a list of Training Programmes available for the Public Transport sector, please visit: <a href="http://www.skillsfuture.sg/skills-framework/public-transport">www.skillsfuture.sg/skills-framework/public-transport</a>		

The information contained in this document serves as a guide.