

Full-Time Framer/Carpenter – Campbell River (Campbell River)

Super Modular Inc

1661 Maple street near Supermod Warehouse

compensation: \$25-\$35 (BOE)

employment type: [full-time](#)

experience level: mid level

job title: Framer/Carpenter

Full-Time Framer – Campbell River

Super Modular Inc.

About the Role

Supermod is looking for a skilled Framer to join our growing team in Campbell River. This is a full-time, permanent role offering steady work on exciting residential and commercial modular construction projects.

As a Framer at Supermod, you'll work closely with our production and site teams to assemble structural framing, walls, floors, and roofs according to engineered drawings and specifications. You'll play an essential role in ensuring quality, accuracy, and efficiency in our builds.

Key Responsibilities

- Perform wood and light-gauge steel framing for modular units and on-site assembly.
- Read and interpret blueprints, drawings, and specifications.
- Measure, cut, assemble, and secure framing materials to exact tolerances.
- Collaborate with other trades to ensure smooth workflow and prevent conflicts.
- Maintain a safe and organized work environment in compliance with company standards and WorkSafeBC regulations.
- Assist in lifting, moving, and positioning materials and panels as required.

Qualifications

- 2+ years' experience as a framer or carpenter in residential or commercial construction.
- Ability to read and interpret construction drawings.
- Strong knowledge of framing tools, techniques, and safety practices.
- Physically fit and capable of working in a fast-paced environment.
- Positive attitude and willingness to work as part of a team.

Details

- Location: Campbell River, BC (factory and site work as needed)
- Commitment: Full-time, permanent
- Schedule: Monday–Friday (overtime available)
- Compensation: Competitive wages based on experience + benefits package

Join Supermod and be part of an innovative construction team building the future of modular housing and commercial projects in BC