



Flight Engineer

Education and Training

Graduation from a certified flying or aviation school is required. Engineers must also obtain a Canadian Commercial Pilot's License with a Canadian Radio Telephone (Restricted) license before they take to the sky. Flight Engineers need in-depth training programs for each type of aircraft they'll be flying.

Nature of Work

Pilots are responsible for the safe and efficient operation of the aircraft they fly. Flight engineers are "second officers" who assist the pilots. Pilots and flight engineers work as a team.

They are in the center of the action, seated between the two pilots, he makes sure the aircraft is "healthy", keeping an eye on rows of dials, and is quick to respond if something goes wrong. This requires in-depth knowledge of how the airplane works, acquired through formal schools as well as from prior experience in aircraft maintenance or other flying jobs.

Main Duties

- Monitor the fuel consumption and functioning of aircraft systems during flights
- Assist the captain and first officer in the operation of aircraft as second officer
- Communicate with aircraft pilots and engineering maintenance staff to advise on the operational engineering matters, which includes monitoring, and controlling aircraft engines and onboard equipment during flights
- Keeps track of the heating, pressurization, hydraulic, electrical and air conditioning systems
- Troubleshoot and, if possible, repair faulty equipment in-flight
- Check and maintain aircraft log books, report mechanical difficulties to mechanic crew chief, and make a final post-flight inspection of the aircraft

Typical Employer

Large airlines

Additional Information

Air Transport Association of Canada
www.atac.ca
 NAIT
http://www.nait.ca/program_home_12979.htm
 Steveston Aviation and Aerospace Training Centre
www.rrc.mb.ca/index.php?pid=2086

Earnings

Low: \$35,000
 Average: \$50,000
 High: \$75,000

Essential Characteristics

- Attention to detail
- Strong organizational skills
- Effective communication skills

