TV Tech

to

MILITARY TECHNICIAN

By EDWIN N. KAUFMAN

AT one time or another every TV technician has thought about getting out of the TV service field. One alternate to TV service is work in related aircraft, missile, computer or other types of military electronics.

In investigating job opportunities, commercial electronics should be rated secondary, as overworked and underpaid in comparison to most military electronic jobs. Maximum technician's pay for military electronics (in California) ranges from $3.25 to $3.80 per hour. All overtime is time and a half. It is my understanding that there are many similar openings in Florida as well as other Eastern states at the same pay scale.

Newcomers to the military electronics field are usually offered somewhere between $2.35 and $2.80 per hour. Within 2 to 5 years, depending upon ability, the maximum (present) salary can be reached. The technician with exceptional ability can be promoted to junior engineer, with a future salary limited only by ability.

The advantages of being in business for yourself are well known. The advantage of being a technician in military electronics is (usually) a 40-hour week with a very pleasant Saturday and Sunday off for personal pleasure.

Working conditions vary with the company (all punch timecards), but free life insurance and medical coverage (family additional) is usual. There may or may not be a union. A research or developmental electronics technician usually has the best working conditions. Some companies have both types of positions open while others may have only one.

The newcomer is not in a position to quibble over his first job offer. After doing some work in the field, he may wish to change positions to better himself.

Any military job may require the company to file an application with the Government for your security clearance. The company will keep you on nonclassified work until your clearance is granted.

As in TV service, many types of people (engineers) will be encountered. Most engineers are courteous individuals, happy to explain and aid their technicians in adapting to their jobs. But there are some engineers who can make life difficult. The best thing to do with these is to keep your temper, stay civil and, if the situation is unbearable, ask your superior for a transfer rather than quitting.

Types of work range over the entire electronic spectrum, including everything from the general electronics field to specialized work in radar, computers, etc. The actual jobs can range from missiles, aircraft, communications, instrumentation, ground support, to any of a hundred similar groups. All will prove interesting. The title of a company often has little to do with the electronics work being done.

Although some firms will hire any TV technician, many will not because of his complete lack of know-how outside of the TV field. There are three subjects that can help the technician. He should study one or more of them, preferably in an accredited night school. A correspondence school is also good. In order of importance, subjects are transistors, radar and computers. Further study on instrumentation and measurement techniques could also prove useful. If night or correspondence courses cannot be arranged, home study using the books listed at the end of the article should be satisfactory.

To apply for an electronics position, send a letter to the personnel manager of the company that you are interested in, requesting an application. Mention that you will submit a resume with the completed application. The resume should mention your school education, technical education and any other items of interest, such as an FCC license.

The best of luck to you— END

Recommended Books for Home Study

TRANSISTORS

Leonard M. Krugman, *Fundamentals of Transistors*, John F. Rider. $2.70.

Rufus P. Turner, *Transistors, Theory and Practice*, Gernsback Library. $2.95.

Richard F. Shea, *Transistor Audio Amplifiers*, Wiley. $6.

RADAR

Simon Ramo, *Introduction to Microwaves*, McGraw-Hill. $3.

Radar Electronic Fundamentals NAVSHIPS 900,016. (Order from Superintendent of Documents, US Printing Office, Washington 25, D. C.) $1.25.

COMPUTERS

M. H. Aronson, *The Computer Handbook*, $2.

Digital Techniques for Computation and Control. $6. (Order both from Instruments Publishing Co., 845 Ridge Ave., Pittsburgh 12, Pa.)