



InovaBed is an innovative company that manufactures space-saving, multifunctional furniture, and we are growing fast!! **Our client list includes top hospitality brands and our residential sales continue to grow. We are located in Guilderland NY.**

Candidates will be responsible for sanding, staining, and lacquer spraying the parts for our product line. We are seeking individuals who have great attention to detail and a high standard for the quality of their work. Wood finishing experience is encouraged but not necessary to apply, we will train!! **Night shift hours are 4:30PM to 3AM**

This is a fairly active position, requiring long periods on your feet. Our factory positions are not sedentary and periodically some lifting up to 30 lbs may be required.

Opportunities are great at Inova, with plenty of room to advance and learn in other areas of our facility. Some of our employees travel state-to-state to install our products or assist with tradeshow. Some have traveled to Japan to further their lean education and then share their new-found knowledge with their coworkers.

All of our factory positions are **full-time, with a competitive benefits package** that includes a 401k plan, health and dental insurance, as well as paid vacation and sick time.

This is your opportunity to be an important part of a company that believes in the products it builds, and the people who build them. We are looking for ambitious individuals to join us and help us grow!

Job Type: Full-time

Salary: \$17.00 - \$20.00 per hour

Benefits:

- 401(k)
- 401(k) matching
- Dental insurance

- Flexible spending account
- Health insurance
- Health savings account
- Life insurance
- Paid time off
- Referral program
- Vision insurance

Schedule:

- 10 hour shift
- Night shift

COVID-19 considerations:

We have a COVID compliance policy in place

People with a criminal record are encouraged to apply

Ability to commute/relocate:

- Guilderland Center, NY 12085: Reliably commute or planning to relocate before starting work (Required)

Work Location: One location