



Name: **Mathew Drummond**

Role: **Trainee Quantity Surveyor**

What does your role involve?

My role involves learning from the Project Quantity Surveyor and assisting them with areas of procurement, subcontracts, payments and final accounts.

What do you like about your job?

I like the working environment that construction offers and the fact that nothing ever stays the same; every day is completely different with something new to learn. I also enjoy seeing the progression of a site from start to finish, and seeing all the stages in between.

What's your working day like?

When working from the office I work through whatever jobs are required for the progression of the project, and when working on-site my day would involve a fair bit of travelling, a catch up with the project manager and his team, a site walk and meetings.

What skills do you need for your job?

I would say you need to be somewhat organised and be a good communicator.

What was your background before starting this role?

I was a secondary school pupil at Jordanhill School, and after completing my Highers I decided to join McLaughlin & Harvey's trainee scheme rather than studying full-time.

What are you most proud of in your career?

My career in construction is only a year old, so there isn't much to choose from. Although, I'd have to say that going for the final walk round and seeing the first project I was involved in completed was a nice feeling.

Where do you see yourself in 10 years time?

I aim to be degree qualified, and then become chartered with The Royal Institute of Chartered Surveyors. The experience I'm gaining both in theory and practice will help me achieve that.

A bit of advice for anyone thinking about a career in construction?

Do it; there are many different jobs and disciplines, so choosing one path can lead to doors opening in other areas. I would say that if a job comes up in a certain area, go for it and learn as much as you can, because regardless of where you end up in the industry you'll benefit from it.