

YOUR PRIMARY INTEREST AREA IS BUILDING

As a Builder, you prefer physical work that uses your hands and body and gives you a tangible result for your efforts. You prefer working with concrete objects, not abstract concepts. You may be drawn to work with tools, machines, plants, or animals. You like to be outdoors and be physically active throughout the day.

Top Job Tasks

- Police Officer or Detective
- Pilot
- Electrician
- Carpenter
- Auto Mechanic
- Building Inspector
- Machinist
- Civil Engineer
- Athlete or Coach

Your Core Values

- Hello
- Productivity
- Structure
- Independence
- Physical Skill

Key Personality Traits

- Realistic
- Sensible
- Mechanical
- Traditional
- Down-to-earth

Because you are a Builder, you will prefer a career that allows you to use and hone your hands-on skills. You enjoy learning to construct, craft, repair, maintain, and tinker. You like creating practical things and fixing necessary systems.

Builders tend to be pragmatic, down-to-earth people who take a “just do it” approach to life. Builders often dislike having to explain or discuss their work with others, preferring instead to jump in and simply get it done.

Builders like their work best when they can see a real, physical result of their efforts. As a Builder, your primary career goal will be to discover a job where you can use your physical or mechanical skills to take useful, observable action on the world around you.

Sample Jobs for Builders

- Police Officer or Detective
- Pilot
- Electrician
- Carpenter

- Auto Mechanic
- Building Inspector
- Machinist
- Civil Engineer
- Athlete or Coach

Career Fields for Builders

- Construction
- Mechanics
- Transportation & Distribution
- Military
- Athletics
- Farming or Ranching
- Manufacturing and Industry
- Maintenance and Repair
- Food Preparation

Areas of Study for Builders

- Physical Education or Exercise Science
- Construction Management
- Engineering
- Agriculture
- Environmental Science
- Food Science
- Forestry
- Construction, Maintenance or Repair
- Culinary Arts