



## **Engineering Technician**

***Infrastructure Planning Division/Engineering and Public Works***

**Regular Full Time**

The City of Coquitlam is the sixth largest city in B.C. with home to more than 141,000 residents. Our municipality continues to grow through development of our green spaces, arts & culture, urban design and state-of-the art transportation systems. Our brand is built on managing our resources in a responsible and sustainable manner while supporting a vibrant, growing regional urban centre.

We are seeking someone with excellent technical skills to assist our Infrastructure Planning team to investigate and propose solutions to water, sewer and pavement system problems. Some of the work you would be doing in this position includes:

- Storm and sanitary flow monitoring
- Reviewing video inspection reports
- Data conversion, organization and analysis (such as flow data, condition assessment data)
- Setting out water leak detection routes and data analysis
- Inflow and Infiltration abatement program
- Review storm and sanitary systems to identify deficiencies
- Collection and compilation of data for condition assessment reports
- Hydraulic assessments of water, sewer and drainage systems

Our ideal candidate will have a strong technical background supplemented by educational courses in Engineering Technology from BCIT, Okanagan College, Camosun College or other technical institution. Driver's License for the Province of British Columbia or equivalent is required. A personal vehicle is required for this position.

A CUPE hourly rate of \$33.62 to 39.69 is being offered, plus a competitive benefits package, and an earned day off program.

**Please apply on-line at [www.coquitlam.ca/jobs](http://www.coquitlam.ca/jobs) by 5:00 pm on September 10, 2017 along with a resume, cover letter, and a current driver's abstract (within the last 30 days).**

*We thank all applicants for their interest; however, only those selected for an interview will be contacted.  
"The City of Coquitlam is an Equal Opportunity Employer"*