



NEALE ENGINEERING LTD.

#202, 19945 – 56th Avenue, Langley, B.C. V3A 3Y2

Tel: (604) 534-2118
Fax: (604) 530-3673

Visit our WEBSITE at: <http://www.neale-engineering.com>

October 9, 2017

Employer Information:

NEALE ENGINEERING LTD.
#202 – 19945 – 56TH AVENUE
LANGLEY, BC V3A 3Y2

PH: (604) 534-2118

E-Mail: gail@nealeeng.com

Type of Business: ENGINEERING CONSULTANTS

Position/Title: **Entry Level Technologist (Civil/Structural) (NO DRAFTSPERSON PLEASE)**

Location: LANGLEY (address above)

Full-Time – Permanent

Hours: 40 hrs./week guaranteed minimum

Vacation: 2 weeks vacation per year, 3 weeks after five years.

Benefits: After 3 months - we provide extended medical

Wage: \$21.50 to start

Mileage: \$0.54 / km for use of personal car for company business

Car Needed: Driver licence / car – local to Langley desirable

Evaluations: First performance evaluation approx. 3 months after start of job.

How to apply: Gail Wagner, Office Manager

E-Mail resumes to: gail@nealeeng.com

NO PHONE CALLS PLEASE!!! – THANK YOU

Training and Work Duties:

To develop and practice competence in reviewing / designing structural plans and details for adequacy, assessing loads, sizing joists, beams, foundations, and other structural components manually and with computer programs. Field inspections of construction in progress with field reports.

To develop and practice competence in basic civil design work using AutoCAD2002 LT as a drafting tool, with required calculations relating to storm water and pipe flows, and general municipal requirements. Field inspections during design and construction, as required.

Neale Engineering Ltd. is a consulting engineering company primarily involved in residential, farm and commercial / industrial design and inspection of construction projects in the Fraser Valley and beyond. The Company anticipates significant growth, and is involved in and looks forward to further and more complex projects. Reasonable office work environment in a casual but hard working, productive atmosphere.