



SERVICE WORKER I PUBLIC WORKS DEPARTMENT

MAJOR FUNCTIONS: This is a permanent, part-time position. This is semi-skilled, autonomous work involving the maintenance and repair of City facilities and buildings. Work is performed under the supervision of the Public Works Director.

ESSENTIAL DUTIES: Responsible for the daily repair and maintenance of City facilities and buildings. Work also includes litter control throughout the City. Identifies and reports vandalism and safety concerns. Operates various building maintenance equipment (e.g., floor scrubber, floor burnisher, vacuum) and landscaping equipment (e.g., mower, edger, weed eater, hedge trimmer, saw). Performs maintenance and minor repair of assigned equipment and tools as well as minor carpentry. Operates City's internal communication (radio) system. Performs other non-essential duties as required.

KNOWLEDGE: Knowledge of building and grounds maintenance and repair techniques, operation of building and landscaping equipment and grounds related tools and occupational hazards. Ability to establish and maintain effective working relationships with City employees, vendors and the general public is essential.

EDUCATION: Graduation from High School or G.E.D.

EXPERIENCE: Prefer successful candidate to maintain at least one (1) year experience in building/custodial maintenance and repair as well as experience in landscaping or grounds maintenance. Must maintain a valid Florida Driver's License.

JOB LOCATION: 915 Charles Avenue

WORK SCHEDULE: Monday – Friday, 8:00 a.m. – 12:00 p.m.

HIRING RATE: \$11.85 per hour

CLOSING DATE: Open Until Filled.

Persons interested in this position should complete a City of Auburndale application and submit it to the Public Works Director at 915 Charles Avenue. Applications can also be downloaded online at www.auburndalefl.com. The successful applicant will be required to pass a pre-employment physical and drug screening.

The City of Auburndale is a Drug-Free Workplace and an Equal Employment Opportunity Employer.