Engineer-in-Training

Experience: Entry level Location: Coos Bay, OR

Why engineering at SHN?

- Types of projects vary, never the same thing twice!
- See projects from conceptual design to construction and operations.
- Know that your work improves and benefits public and environmental health and safety.
- Offices in small communities such as Coos Bay and Klamath Falls.

What kind of work would I be doing?

You will assist engineering staff in the design of municipal and private infrastructure projects, general site development, and construction support activities. Examples of your work include improving water quality (such as our work on the new wastewater treatment plant in Coos Bay), reducing seismic risks and improving aesthetic qualities of our built environment (such as under-grounding overhead utilities in Lincoln City), and assisting in economic development and recovery of our small rural communities (numerous projects in the energy and commercial development sectors). You will also be working towards registration as a professional engineer.

What are SHN's minimum qualifications?

- B.S. degree in Civil Engineering or similar field from accredited university or college
- Fundamentals of Engineering (EIT) certification
- Strong computer skills including the Microsoft Office suite
- U.S. citizenship or authorization to work in the U.S. without sponsorship
- Valid Oregon Driver's license by hire date

Are there preferred qualifications?

• Individuals familiar with public utilities and municipal infrastructure are preferred. Experience with engineering software (AutoCAD, Civil 3D, TR55, WWHM, StormCAD) is a plus.

What else should I know about working at SHN?

We are all unique individuals with varying interests and priorities, so the best next step is for you to contact us—generally email is best. Please submit a cover letter that addresses your qualifications and experience, attach your resume, and send them to Mark Chaney, Recruiting, at <u>mchaney@shn-engr.com</u>. All inquiries will remain confidential.

