

CIVIL ENGINEER - LAND DEVELOPMENT

PACE Engineers, Inc. is an employee-owned company providing quality professional civil and structural engineering, planning, surveying, and construction management services from offices in Kirkland and Wenatchee, Washington and Lake Oswego, Oregon. We have successfully completed projects for a wide range of clients in both the public and private sectors throughout the Northwest.

PACE Engineers, Inc. has an immediate opening in our Lake Oswego Land Development Group.

What position we need:

Land Development Engineer

Future team members may apply at

 $http://www.prospera.com/CareerHubViewer/Post.aspx?ID=paceengineersinc_external_Xw4n3YHx82Rainspaceengineersinc_external_xw4n3YHx82Rainspaceengineersinc_external_xw6n3YHx82Rainspaceengineersinc_external_xw6n3YHx82Rainspaceengineersinc_extern$

What you'll be doing:

- Preparation of land development plans for calculations and reports for residential, commercial, and industrial projects. This includes design of TESC, grading, storm drainage, sanitary sewer, potable and fire protection waterlines and street improvements.
- Preparation of earthwork volumes, storm drainage calculations, technical specifications, construction cost estimates and other supporting documentation for completion of construction documents.
- Provide construction support engineering.
- Assist with project team leadership in meeting schedules and budgets.
- Prepare written communication to client and agencies.

What we are looking for:

- · Seven to ten years of land development engineering experience
- Knowledge of AutoCAD is desired
- Knowledge of Civil 3D is desiredk

What educational background you will need:

- Bachelor's degree in civil engineering
- P.E. license OR preferred but not requirede

What we're offering:

We offer a competitive compensation package including:

- Medical
- Dental
- · Short and long term disability
- Life insurance
- 401(k) program
- ESOP
- Paid time off
- Transit reimbursement
- Incentive bonuse

PACE is an Equal Opportunity Employer

