

COUNTY OF STANLY
HUMAN RESOURCE OFFICE
1000 NORTH FIRST STREET, SUITE 10A
ALBEMARLE, NORTH CAROLINA
28001



JOB ANNOUNCEMENT

LOCATION: Stanly County Inspections Department
1000 North First Street, Suite 13-C
Albemarle, NC 28001

POSITION: Building Codes Enforcement Officer

SALARY: \$30,571

HOURS: 8:30am -5:00pm, Monday thru Friday

JOB SPECIFICATIONS: Performs inspections of building and property within the County to ensure compliance with state codes and local ordinances. This employee will be expected to obtain or have obtained certifications in four trade areas of building, plumbing, electrical and mechanical codes. Inspections may require some physical effort and are performed under hazards present in dealing with construction work in progress. The employee is subject to inside and outside environmental conditions and extremely hot and cold temperatures. Work is also subject to noise and dusts. Tact, courtesy, and firmness must be exercised in dealing with contractors and the general public. Work is performed under the general supervision of the Code Enforcement Administrator and is evaluated through conferences, review of reports and records, and contractor and citizen reactions.

MINIMUM QUALIFICATIONS: Graduation from high school or GED equivalent, trade school course work in building construction trades and considerable experience in construction trades work; or equivalent combination of education and experience.

SPECIAL REQUIREMENTS/TRAINING: Possess a valid North Carolina Driver's license. State certification in the appropriate areas with the time frame specified and required by County Management.

DEADLINE: August 10, 2015 through 5:00 pm August 24, 2015

APPLICATION PROCESS: Stanly County employees who are interested in applying for this position may submit an updated resume and application to the Human Resources Office. All other applicants must apply at the Employment Security Commission, 2215 US Hwy 52 North, Albemarle, NC 28001. (704) 982-2183

Stanly County is an Equal Opportunity Employer