

## POSITION OPENING

**DEPARTMENT:** Public Works  
**POSITION TITLE:** Wastewater Plant Operator I  
**CLASSIFICATION LEVEL:** 8  
**SALARY RANGE:** \$20.54 to \$22.62 an hour

**QUALIFICATIONS:** Applicants must have graduated from high school or earned a GED. Advanced training in wastewater treatment plant operations, pumps, motors or other skilled trade is desirable. Must have three years of experience in the maintenance and repair of machinery and equipment, and the operation and maintenance of a wastewater treatment plant, one year of formal training in wastewater treatment, and a valid Grade II NH wastewater treatment plant license or the ability to acquire appropriate licensing within 18 months from the date of original appointment. Must possess a valid commercial drivers license, class B with Tanker Endorsement and Airbrakes within 12 months, and have no offenses which would prohibit or restrict insurability by any insurance carrier providing coverage to the City.

### **DUTIES/RESPONSIBILITIES:**

1. Assist in the operation and maintenance of wastewater treatment plants, machinery and equipment according to approved performance standards for which the operating unit is responsible.
2. Treat wastewater, cleaning and maintaining treatment plant facilities, wells, pumping stations and equipment, and tanks.
3. Perform preventative maintenance and repair work.
4. Performs routine laboratory analysis for control of treatment process.
5. Operates the wastewater treatment and pumping stations using the SCADA system.
6. Performs such other duties as may be assigned.

### **SCOPE OF EXAMINATION:**

Competitive Examination which includes a personal interview

**Finalist must complete pre-employment screening, drug testing & background check.**

### **APPLY TO:**

City of Portsmouth  
Human Resources Office  
1 Junkins Ave.  
Portsmouth, NH 03801

Human Resources Director:  
Dianna Fogarty  
(603) 610-7270

The City of Portsmouth is an Equal Opportunity Employer.

**DATE POSTED:** June 27, 2017

**CLOSING DATE:** Until Filled