## Assistant Engineer – Track

## San Francisco Bay Area applicants are strongly preferred for the following position.

An Oakland, CA-based professional consulting firm seeks a civil engineer with track experience to support the delivery of transit projects on a full-time basis. The pay is competitive.

The ideal candidate is a registered civil engineer with experience in rail and track fastening systems. At a minimum, the engineer will perform the following tasks:

- Provide design review and oversight of consultants, contractors, and suppliers.
- Produce reports and specifications.
- Resolve technical issues.
- Work closely with senior management in design, scheduling, procurement, document control, and other essential functions.
- Function as the daily point of contact to staff, consultants, vendors, and external parties at the project level.
- Ensure that all project-related documentation is appropriately filed, updated, and accessible to project teams.
- Actively manage the project during the design and installation process and coordinate multidisciplinary interfaces and reviews.
- Support other departments as requested with concept design and addressing design and maintenance issues.

Qualifications and characteristics:

- BS in Civil Engineering
- Professional Engineering (PE) license in California or EIT
- · Knowledge of rail wear and track fastening systems
- Minimum of 2 years of experience in track engineering
- Strong decision-making skills
- Strong oral and written communication skills
- Strong interpersonal and leadership skills
- Ability to simultaneously coordinate and prioritize multiple long- and short-term tasks
- Strong organizational, analytical, and problem-solving abilities

You must use the <u>APPLY</u> link below to apply for this position. The link will direct you to the Careers Portal on our website. Please submit your cover letter describing why you are the ideal candidate for the position and your resume. Please submit your documents in Microsoft Word format.

## <u>APPLY</u>