

**POSITION:** Mechanic

**DEPARTMENT:** Streets & Transportation

JOB TYPE: Full-time

SALARY: \$31,843 - \$48,314

POSTED: 07/07/2023 CLOSING DATE/TIME: Until Filled

**The City of Monroe** is now accepting applications for the position of Mechanic. This position is responsible for repairing and maintaining a variety of vehicles and equipment. Starting salary is dependent upon applicant's qualifications.

## **Qualifications:**

- High school diploma or GED; or equivalent combination of related training & experience to understand the basic principles relevant to the major duties of the position usually associated with completion of an apprenticeship/internship or having had a similar position for one to two years
- Possess a driver's license, Class A or B, or ability to readily obtain a valid driver's license issued by the State of Georgia for the type of vehicle or equipment operated.

## **Skills & Duties:**

- Knowledge of the methods, materials, tools, and techniques used in the repair of automotive and heavy equipment
- Knowledge of preventive and corrective maintenance procedures
- Knowledge of the operating principles and mechanical repair of engines
- Diagnosing defects in automotive and heavy equipment
- Fabrication & welding
- Repair of vehicles & equipment
- Oral and written communication

The City of Monroe offers some of the most employee-friendly benefits available. To view our complete benefits package & obtain an application, please visit our website. Completed applications may be submitted to Sarah Johnson, Employee Relations Specialist, at <a href="mailto:Sjohnson@MonroeGA.gov">Sjohnson@MonroeGA.gov</a>



<sup>\*</sup>Applications are also available at & may be returned to City Hall, 215 N Broad St, Monroe, GA 30655
The City of Monroe is an Equal Opportunity Employer and a Certified Drug-Free Work Place. Per Georgia Code 34-9-414 be advised that the City of Monroe does pre-employment, reasonable suspicion, post-accident, post-rehabilitation, and routine fitness-for-duty(random) drug testing.