



TOWN OF COLLIERVILLE POSITION VACANCY

OPEN TO: General Public

LOCATION: Public Services –
Fleet Maintenance

TITLE: Mechanic

OPENING DATE: September 18, 2020

CLOSING DATE: Until Filled

JOB NUMBER: JN20-51PS

CLASS CODE: 1215

SALARY RANGE: \$32,781 – 56,195 (DOQ) annually with *excellent benefits package*

FLSA STATUS: Non-exempt

PRIMARY FUNCTION: This position requires the performance of semi-skilled to skilled maintenance and repair work on a variety of automotive, construction, fire, police, and public services vehicles and equipment. Work will be performed on both gasoline and diesel engines. Work also involves scheduling and performing preventative maintenance and repair on related equipment.

QUALIFICATIONS: High school diploma or GED; supplemented by four (4) years previous experience and/or training in journey level automotive mechanic work and in a diversified automotive repair and/or maintenance shop; or any equivalent combination of education, training, and experience which provides the requisite knowledge, skills, and abilities for this job.

LICENSES: Must possess and maintain a valid driver's license.

NOTES: Must be able to pass a work related drug test

Selection process may include: examinations, interviews, assessment centers, practical skills, etc. Drug testing may be required.

WE REGRET WE ARE UNABLE TO ANSWER ALL INQUIRIES. WE WILL ONLY NOTIFY CANDIDATES SELECTED FOR TESTING OR INTERVIEWS.

APPLY: Human Resources Office, 500 Poplar View Parkway, Collierville, TN

NOTES: Please submit a new application each time you apply for a Town job. Pursuant to Tennessee open records law, applications and resumes are subject to disclosure.

THE TOWN OF COLLIERVILLE IS AN EQUAL OPPORTUNITY EMPLOYER AND DOES NOT DISCRIMINATE IN HIRING. MINORITIES, WOMEN AND DISABLED ARE ENCOURAGED TO APPLY. IF YOU HAVE A DISABILITY AND REQUIRE SPECIAL ACCOMMODATIONS DURING THE SELECTION PROCESS, PLEASE NOTIFY THE HUMAN RESOURCES OFFICE AT (901) 457-2290. THE TOWN OF COLLIERVILLE IS A DRUG FREE WORK PLACE.