



Revised - 1/16/2025

Position Title	Department	Division	Open to Public
Event Coordinator	Community Affairs	Civic Center	11/18/2024
Zoo Utility Maintenance Worker	Community Affairs	LAPG Zoo	9/6/2024
Equipment Operator I	Community Affairs	Parks & Maintenance	11/15/2024
Equipment Opeator II ***	Community Affairs	Parks & Maintenance	1/28/2025
Parks & Grounds Caretaker I ***	Community Affairs	Parks & Maintenance	1/28/2025
Parks & Grounds Caretaker I	Community Affairs	Parks & Maintenance	7/5/2024
Parks & Grounds Caretaker I	Community Affairs	Parks & Maintenance	8/20/2024
Grant Writer	Executive	Economic Development	11/7/2024
Administrative Assistant	Legal	Prosecuting	1/15/2025
Legal Clerk II	Legal	Prosecuting	1/15/2025
Pre-Trial Diversion Director	Legal	Prosecuting	1/15/2025
Housing Inspector	PUD	Code Enforcement	10/4/2024
Program Analyst & Researcher	PUD	Director's Office	11/27/2024
Assistant Project Manager	Engineering	Project Management	3/26/2024
Landscaping & Mowing Supervisor	Public Works	Beautification	7/17/2024
Labor Leader	Public Works	Cemeteries	12/20/2024
Container Maintenance Worker	Public Works	Garbage	6/20/2024
Container Maintenance Driver	Public Works	Garbage	6/20/2024
Utility Maintenance I	Public Works	Sewer	6/3/2024
Utility Maintenance II	Public Works	Sewer	1/6/2024
Utility Maintenance IV (2 positions)	Public Works	Sewer	10/16/2024
Utility Maintenance VI	Public Works	Sewer	1/17/2025
Equipment Operator I	Public Works	Streets	6/27/2024
Bus Operators - 3 positions	Public Works	Transit	7/23/2024
Bus Operator	Public Works	Transit	8/14/2024
Bus Operator	Public Works	Transit	11/7/2024
Service Attendant	Public Works	Transit	2/7/2024
Transportation Supervisor	Public Works	Transit	12/20/2024
Water Line Locator II	Public Works	Water Distribution	1/6/2024
Utility Maintenance IV	Public Works	WPCC	4/19/2024
Utility Maintenance Operator I	Public Works	WPCC	9/6/2024

**Please refer to the Job Descriptions at:**

<https://monroela.us/government/departments-divisions/administration/hr/employment-opportunities>