

Code Compliance Officer

The City of Auburn, with a population of 23,000 people, is seeking highly motivated individual for the position of Code Compliance Officer. The candidate must be capable of working within a team environment as well as individually. This position is responsible for documenting and investigating complaints pertaining to zoning code violations, reviewing construction plans and monitoring the progress of projects through an inspection program, insuring compliance with relevant codes and statutes, answering questions from the public regarding city ordinances and adopted codes, and reviewing permit applications including but not limited to land use, building, internal plumbing, signs, and subsurface wastewater disposal.

This position requires knowledge of the Maine State Plumbing Code, the MUBEC, the State of Maine Shoreland Zoning, and the City of Auburn Land Use Ordinance. A construction and plumbing background are strongly recommended but not required. State of Maine Code Enforcement Certifications or the ability to obtain all certifications within mandated time limits is required to perform specific responsibilities. This is a full-time position reporting to the Director of Economic and Community Development.

The City of Auburn has a fast-paced, high-volume work environment and offers the opportunity to work with individuals and employees who are committed to the future growth of the community by facilitating safe development and attracting new residents.

Salary is dependent upon qualifications and experience in a range of \$48,000 to \$65,000, with exceptional fringe benefits including paid vacation, sick time, retirement and medical.

Applicants should submit a cover letter and resume to Christine Mumau, HR Director, City of Auburn, 60 Court Street Auburn, Maine 04210 or cmumau@auburnmaine.gov. For additional information about the municipality as well as a job description, please contact Christine Mumau at cmumau@auburnmaine.gov or 207-333-6600.

The City of Auburn is an Equal Opportunity Employer.