

City of Auburn, Maine
City Planner

The City of Auburn (pop. 24,000) is seeking a responsive and energetic Land Use Planner. The position reports directly to the Director of the Planning and Permitting Department and assists in management of the Department. The Dept. is responsible for the City's land-use planning, zoning, building, plumbing, health/sanitation and electrical codes.

Auburn, together with the neighboring City of Lewiston, is the second largest metropolitan area in Maine. The City recently adopted a new comprehensive plan, is pursuing downtown redevelopment, and is starting to see renewed growth in residential, commercial and industrial development. FY 13 demonstrated the renewed growth with the highest permit value of the last five years.

The successful candidate will be a highly motivated professional who enjoys working with the public, and who has excellent writing, public presentation, and communications skills. Responsibilities include: development and implementing various zoning and land use ordinances, policies, and the comprehensive plan as well as some management responsibilities to support the Department. The position is responsible for land use code enforcement and site plan, special exception and subdivision review and attending some evening meetings including Auburn Planning Board Meetings.

Ideal candidate will have a degree in Urban Planning, Public Management or related field; have 5+ years of professional experience in the planning field and experience interacting with public boards; be knowledgeable of Maine Land Use Laws and be certified or able to obtain certifications in Land Use, Shoreland Zoning, Legal Issues, and 80K.

Salary DOQ, with excellent fringe benefits.

Send resume and salary requirements to Deborah Grimmig, Human Resources Director, 60 Court Street, Auburn, ME 04210, Tel (207) 333-6601 ext1414. E-mail address is dgrimmig@auburnmaine.gov. The Web site address is www.auburnmaine.org. The position will remain open until filled.

The City is an Equal Opportunity Employer