

Landscape Architect II

Job Number: 27805

Up to 1 temporary full time position up to 11 months

Be part of team that shapes our public parks and open spaces by using your professional design input to inform the development of strategic policy and initiatives that guide the City's open space system. As a Landscape Architect with the Parks and Biodiversity section of City Planning, you will apply your creative skills to design the City's public parks and provide leadership to complex projects by providing responses to development proposals.

- Provide input into current recreational trends and gain community insight to develop high level park programming and development standards
- Complete and review conceptual designs that will assist in planning the City's open space system and guide future park developments
- Prepare presentation graphics for corporate and public communication purposes
- Manage the review and execution of developer initiated park developments by ensuring site design and programming is appropriate, agreements are in place, proper permits are attained, construction standards are adhered to, and field inspections are completed
- Develop cost estimates and contribute to the preparation of Capital Budgets
- Prepare and/or review construction drawings, tender packages, and request for proposals as needed for new park developments
- Provide input on the affects new initiatives and/or trends may have on the open space system
- Conduct other research and design work as needed to support the Branch and Corporation

Qualifications:

- An undergraduate or graduate degree in Landscape Architecture
- Membership in the Alberta Association of Landscape Architects (AALA) Canadian Society of Landscape Architects (CSLA)
- Minimum 5 years experience working as a landscape architect on public parks, neighbourhood design, and master plans, preferably in a public setting
- Canadian Institute of Planners (CIP) or Alberta Professional Planning Institute (APPI) membership is an asset
- Strong project management skills, including planning project timelines, budget monitoring, and evaluating project deliverables
- Excellent design and graphic presentation skills
- Demonstrated ability to use verbal and written communication skills to build strong consensus among land developers, consultants, contractors, and other City staff
- Strong customer service skills with the ability to work as part of a team
- Strong analytical abilities, using critical thinking for problem solving and solution development
- Experience working with Google Applications, Microsoft Office, Auto CAD and Microstation
- Valid Alberta Class 5 driver's licence (or provincial equivalent). Must arrange own transportation to be reimbursed in accordance with City of Edmonton policy. This may require business auto insurance

We are an equal opportunity employer. We welcome diversity and encourage applications from all qualified individuals.

Hours of Work: 33.75 hours per week, Monday - Friday

Salary: \$45,336 - \$57,854 (Hourly); \$79,870.700 - \$101,924.280 (Annually)

Recruitment Consultant: SD/PS

Classification Title: Landscape Architect II

Posting Date: Dec 8, 2016

Closing Date: Dec 22, 2016, 11:59:00 PM

Number of Openings (up to): 1 - Temporary Full-time

Union : CSU 52

Department: Parks and Biodiversity (Sustainable Development)

Work Location(s): 7th Floor Edmonton Tower, 10111 104 Avenue Edmonton T5J 0J4

