



**HUMAN RESOURCES**

JOHN G. MCGOUGH  
Director

KARLA J. GIGLIO  
Human Resource Specialist

COLLEEN C. SELBERG  
Payroll/Benefits Administrator

**CITY OF SOUTH PORTLAND, MAINE**

**WASTE WATER CHIEF OPERATOR  
DEPARTMENT OF WATER RESOURCE PROTECTION**

The City of South Portland, a forward thinking progressive community of 23,000 located on Casco Bay is currently seeking a full time Chief Operator to join our team of professionals in the Water Resource Protection Department. The Chief Operator works under the direction and guidance of the Treatment Systems Manager and has direct supervision over operational staff at the wastewater treatment plant and pump stations.

The incumbent is responsible for the day to day operation and control of the City's wastewater treatment facility and pump stations. The selected candidate will monitor all treatment processes and laboratory results and making necessary adjustments to ensure compliance with all State and Federal permits.

The selected candidate must have the ability to perform and direct routine preventative maintenance tasks, housekeeping duties as well as plant and pump station maintenance and repair functions as needed. Serving as the lead trainer for operating personnel when new equipment or procedures are developed at the treatment plant or pump stations and maintaining the computerized operational preventative maintenance database is required.

To qualify for this position candidates should have strong knowledge of the equipment, facilities, processes, methods and procedures used in wastewater treatment operational and preventative maintenance activities. Excellent communication skills and previous supervisor experience preferred. A valid Maine Drivers License and a Maine Grade III Wastewater License are required.

Apply on or before Friday, November 13, at 4:30 P.M.  
Submit resume with cover letter to:

City of South Portland  
Karla Giglio, Human Resources Specialist  
25 Cottage Road  
P. O. Box 9422  
South Portland, ME 04116-9422  
**EOE**

