



Position

Structural Engineer-in-training

Ethos Engineering is seeking an individual to join our team who embodies Ethos' core values of People Matter, Make it Better, Infectious Enthusiasm, Teamwork, Unyielding Integrity, Excellence in the Ordinary, Two Ears One Mouth, Do More with Less, Embrace and Drive Change, and Have Fun!

Qualifications

- The ideal candidate will have an educational background in engineering fundamentals, with an emphasis in structural engineering; excellent interpersonal skills; written and verbal communication skills; and will be a proactive problem solver.
- BS in Civil Engineering, or related engineering degree required.
- EIT is required or the ability to obtain the EIT within one year of hire.
- 0-3 years of relevant experience.
- AutoCAD experience preferred.
- Self-starter with good written and verbal communication skills.
- Ability to follow instructions, organize and prioritize work to meet scheduled deadlines.
- Superior time management, planning and ability to interact with clients.
- Work well in a team environment.
- Ability and willingness to travel to project sites in AZ .
- Physical requirements may require traversing over rugged terrain.

Responsibilities

- Work closely with Engineers to assist in various structural/civil engineering assignments requiring application of standard techniques and procedures.
- Prepare detailed engineering calculations, drawings, and specifications using Civil 3D or similar software.
- Conduct site visits and inspections and assist with data collection, compilation, and assessment.
- Perform field visits to construction sites to monitor project progress, ensure compliance with design specifications, and work with Engineers to resolve any issues that may arise.
- The job will be full-time 40 hours with benefits.

Ethos Engineering is an equal opportunity employer who offers competitive salaries and benefits, challenging projects to work on, and a people-first environment.

Please submit your resume to sschepis@ethosengineers.com