









"EVERY DAY IS DIFFERENT. I LOVE
THE DIVERSITY OF MY JOB AND
THAT I GET TO OVERSEE A PROJECT
FROM INCEPTION TO OPERATION."
Greg Pellerin, P.E., Portland Water District

The water and wastewater industry offers challenging and rewarding careers. No other utility has more of an impact on public health and the environment.

Other benefits include:

Competitive Pay
Excellent Benefits
Work/Life Balance

Stable Hours

Job Security

Ability to Advance

Global Industry with Increasing Demand Positive Work Environment

PROJECT/DESIGN ENGINEER

As an engineer for a water utility you will be part of delivering one of the most important community services in the world. Some components of your job may include:

- Conduct water resource planning and develop new water supplies.
- Pilot, design, and oversee construction of a wide array of water treatment processes.
- Design and engineer reservoirs, pumping stations, pressure regulating facilities, and other elements of water distribution.
- Troubleshoot equipment and process failures and develop effective solutions.
- Develop instrumentation and process monitoring automation.
- Review and oversee expansions of water systems to support developing communities.
- Construct and use hydraulic models to analyze complex distribution system questions.
- Educate the public, trustees, and employees on important projects.
- Utilize sustainable infrastructure design.
- Calculate costs and prepare budgets.



SKILLS

Analytical Thinking | Problem Solving | Communication | Organization | Math | Chemistry | Biology

EDUCATION

Engineering Degree - Civil, Environmental, Mechanical, Electrical P.E. Certification | Water and Wastewater Licenses | LEED Certification

THE WATER INDUSTRY

Our country's public water systems provide water to a vast majority of Americans. An industry steeped in tradition and challenged by emerging trends, encompasses approximately 53,000 community water systems across the US. From small towns to large cities, water utilities offer an abundance of career opportunities.

