

## Small Engine Mechanic

\$28,538 / year or higher DOQ + [Full-Time County Benefits](#)

James City County Fleet Maintenance Division seeks an individual to perform responsible skilled craft work inspecting and maintaining a variety of vehicles, specialized equipment, and engines.

### Requirements:

- Performs responsible skilled craft mechanical work maintaining and repairing power grounds equipment, including various other equipment and trailers.
- Performs maintenance, repairs and diagnosis on various types of power grounds equipment and a variety of other equipment.
- Performs engine, hydraulic, electrical, suspension, and other major component repair on a variety of equipment.
- Performs acetylene and electric welding, simple blacksmithing, and fabricating.

### Responsibilities:

- Any combination of education and experience equivalent to a high school diploma, including or supplemented by course in mechanics, engine repair, or related field; considerable experience in the repair and maintenance of grounds equipment and a variety of other equipment.
- Must possess, or be able to obtain within thirty (30) days of hire, a valid Virginia Driver's License and have an acceptable driving record based on James City County's criteria.
- Must possess or be able to obtain within twelve (12) months of hire a minimum Class B Valid Virginia State Inspector's License.
- Provides own hand tools.
- Knowledge of principles and processes for providing customer service including setting and meeting quality standards for service, and evaluation of customer satisfaction.
- Skill in maintenance and repair of various power grounds equipment and trailers.
- Ability to communicate effectively both orally and in writing; establish and maintain effective working relationships with County employees and the public.

**Accepting applications until position is filled. Only online applications to our website will be considered. To apply, please visit the James City County Career Center at <https://jobs.jamescitycountyva.gov>**