



## **NOTICE OF JOB OPENING**

### **Telecommunications Technician** **Las Vegas, NM and the Surrounding Area**

*Starting rate depends on experience*

Applications are being accepted for a Telecommunications Technician for Las Vegas, NM and the surrounding area. This technician must reside in Las Vegas or within a 30-minute drive of the Las Vegas business office.

Duties will include installing and maintaining all types of telecommunications services (including telephone, data, and video), facilities (including fiber), and related equipment. Minimum requirements include ability to lift at least 50 pounds, a valid driver's license with clear 3-year driving record, the ability to work in close and confined spaces, and the ability to perform physically exerting tasks with routine exposure to dust, dirt, wind, and temperature extremes. This position is subject to on-call and overtime requirements. Previous experience with mechanical and electrical power tools is required, and a basic understanding of electronics is preferred. Ideal candidates will also have IP networking experience. Candidates with at least two years' experience in telecommunications technologies and a current New Mexico ES-7J license may be eligible for Technician II compensation.

Primary reporting location is in the Las Vegas, NM area, but travel throughout Plateau's geographic serving area during daytime and nighttime hours will be required.

This position is eligible for a variety of exceptional benefits, including 100% company-paid medical, dental, vision and prescription insurance, 100% company-paid annuity pension plan, 401k, generous paid time off and paid holidays.

Apply online at <http://www.plateautel.com/company/careers/>. This is an immediate opening – apply today! Applications will be accepted until position is filled.

Plateau is an Equal Opportunity Provider and Employer and a Drug/Alcohol-free Workplace.

View our website at <http://www.plateautel.com/company/careers/> for a complete listing of all current job openings.