



Civil/Transportation Engineer – Entry Level

Concord Engineering is a growing transportation and electrical engineering firm located in Bellevue, Washington and Dallas, Texas. Our primary goal is to provide our clients with creative and innovative solutions to build safe, efficient, and sustainable transportation and electrical systems.

We are seeking a highly motivated entry level Civil/Transportation Engineer. In this role, you will gain valuable work experience in a variety of transportation engineering, planning, operations, and ITS projects, many of regional significance. As part of the Concord team, you will be joining an environment that fosters professional and intellectual development, encourages innovation and creativity, and rewards success and teamwork.

Responsibilities include, but are not limited to:

- Performing engineering design for traffic signals, roadway signing/stripping, ITS, traffic control plans, communication and technologies
- Performing illumination analysis and design for roadway and parking facilities
- Developing and utilizing transportation operations and simulation models for multimodal corridor studies
- Performing other qualitative, technical, and analytical tasks

Qualifications:

- Minimum Bachelors of Science in Civil Engineering or similar field
- Engineer-in-Training (EIT) certification, or ability to obtain within six months
- Some experience in the Transportation Engineering industry preferred
- Experience with industry software (GIS, CAD, MicroStation, Synchro, Vissim, SIDRA) a plus
- Ability to work independently and as part of a team
- Strong verbal, written and oral communication skills

Work Locations:

- Bellevue, Washington
- Coppell, Texas

Concord offers a competitive compensation and benefit package which includes medical, dental, disability and a company sponsored 401K plan. If interested, please send resume and cover letter to Jody.Paulson@concordengr.com.

Concord Engineering is an equal opportunity employer.

Annual Salary Range: \$76,960 to \$89,440