

## CONSTRUCTION WORKS MANAGER

Our client Total Property Maintenance Ltd. requires the services of a Construction Works Manager. The successful applicant will be a hands-on tradesman. Responsibilities will include planning, directing and coordinating activities concerned with the construction and maintenance of structures, facilities, and systems. It also consists of participating in the conceptual development of a construction project and overseeing its organization, scheduling, and implementation.

Applicant's duties will include the following:

- Consult with supervisory personnel, owners, contractors, and design professionals to discuss and resolve matters such as work procedures, complaints, and construction problems;
- Inspect and review projects to monitor compliance with building and safety codes, and other regulations;
- Interpret plans and contract terms;
- Plan, organize, and undertake activities concerned with the construction and maintenance of structures, facilities, and systems;
- Ensure specific pieces of Projects are completed including masonry, carpentry, electrical, painting and or plumbing;
- Take actions to deal with the results of delays, bad weather, or emergencies at construction sites.

The successful candidate will be expected to work on his/her own initiative and must have three (3) years' experience in residential and commercial construction in a similar position. Ability to manage one's own time and the time of others. Must be able to identify strengths and weaknesses on a project.

Applicant will be reliable, responsible, and dependable, and be able to fulfill obligations. Attention to detail is a must as the role requires ongoing monitoring of stringent details to local building codes.

Applicants are encouraged to apply in writing only, with a detailed resume and three (3) position specific references to:

**Armadillo Management Co. Ltd.**

P.O. Box HM 2757, Hamilton HM LX

Email: [hr@armadillo.bm](mailto:hr@armadillo.bm)

Tel: 441-400-1529

Closing Date: January 23, 2017