



TITLE: Weatherization Technician WEA-01

LEVEL: 01

Exempt/Non-Exempt: Non-exempt

GENERAL DESCRIPTION OF DUTIES

The Weatherization Technician is responsible for installing weatherization upgrades in residential homes.

REPORTING TO: Weatherization Crew Chief/Weatherization Supervisor

SPECIFIC JOB DUTIES AND RESPONSIBILITIES

- Install comprehensive home energy upgrades including air-sealing, insulation (attics, basements, and walls) and associated tasks.
- Review project scope/plan at the beginning of each day with the crew chief.
- Understand and meet production and project schedule deadlines
- Maintain a clean job site, orderly and stocked equipment trailer
- Maintain and care for company equipment, tools, and vehicles
- Complete project documentation in an organized and timely manner when requested.
- Complete on-going training offered.
- Understand and meet production and product schedule deadlines
- Provide quality workmanship and excellent customer service
- Other tasks as required

KNOWLEDGE, SKILLS AND ABILITIES

- Knowledge of building science, residential construction, and best practices in weatherization protocols
- Experience with air sealing, insulation methods.
- Ability to perform weatherization work including carpentry type work.
- Strong analytical and problem solving skills
- Good verbal and written communication skills

EDUCATION, TRAINING AND EXPERIENCE

- High school diploma or equivalent required
- Valid and clean driver's license is required

PHYSICAL ABILITIES

- Able to lift up to 50 pounds and, occasionally, up to 200 pounds (with assistance)

- Work environments will occasionally include uneven surfaces, dirty and dusty conditions, and heights, such as may be accessible only by ladder or scaffolding.
- Prolonged periods of standing, kneeling, crawling, or climbing ladders
- The ability to work in moderately physically demanding environment typically involving some combination of climbing and balancing, stooping, kneeling, crouching, climbing, entering confined spaces, and crawling

