We're Hiring!





WEBB's Traffic and Transportation Team develops transportation solutions for many of the region's cities and counties. With the resources and support of a mid-size firm specializing in nine engineering services, our local Riverside team contributes to a forward thinking environment for an individual to experience all aspects of transportation planning and the engineering consulting profession, as well as the ability to lead the completion of transportation design, and supervise and mentor mid-level and junior engineers. Our office is located minutes from Downtown Riverside, close to a variety of transit options, allowing you to enjoy all the benefits Riverside has to offer.



Program





Membership Sponsorship















Educational



Insurance



Requirements & Responsibilities

- Serve as a Project Manager and Client Manager for various transportation-related projects
- Manage and lead projects to successful completion in terms of client satisfaction, technical accuracy, and profitability
- Develop production work plans, schedules, and budgets
- Lead transportation project team through analysis and design; oversee performance of complex design
- Cultivate and maintain client relationships; lead proposal development
- Provide technical direction, support, and strategic planning
- Work on all aspects of transportation design including transportation alignments, profile grades, geometrics, drainage facilities, construction details, construction staging, utility plans, and any other component of preliminary engineering studies or PS&E
- Bachelor of Science in Civil Engineering with an emphasis in roadway design
- Eight or more years of experience in transportation, design, planning, and project management
- Advanced knowledge of transportation design and analysis software required
- Ability to prepare comprehensive engineering reports
- A California PE license is required
- Experience with Caltrans procedures required
- Excellent interpersonal, written, and public speaking skills

