

Position:	Residential Construction Estimator
COMPANY:	Vleeming Custom Homes
LOCATION:	Ponoka County & Project sites around Central Alberta
HOURS:	Part-time OR Full-time
SALARY:	\$28 - \$35 an hour, based on skills & experience
REQUIREMENTS:	<ul style="list-style-type: none"> • Ability & willingness to travel to and from the office and job sites throughout Central Alberta as required • Experience & knowledge working with computer applications & software • Experience in residential construction • The ability to handle frequent deadline pressure • Experience and/or training in residential estimating • Ability to be a team player
DUTIES:	<ul style="list-style-type: none"> • Visit construction sites in advance to gather cost-related information such as work-site accessibility, site logistics, surface drainage, and availability of electrical, water, and other services • Determine material, equipment, and labour requirements for all aspects of home building (framing, interior finishes & exterior finishes) and prepare a quantity survey • Collaborate with engineers, architects, owners, contractors, and subcontractors • Collaborate & effectively communicate with the whole project team • Source products, materials & vendors; Regulate & monitor project budgets • Prepare, manage & thoroughly review bid packages • Negotiate prices with trades and vendors • Prepare documents, agreements & purchase orders of trade and vendor contracts • Conduct conceptual estimating for budgeting purposes • Prepare preliminary project schedules to help develop estimates • Prepare accurate client estimates • Price, negotiate & monitor change work orders for clients & from trades/vendors • Maintain a database of material and equipment costs and labor productivity information • Maintain a directory of suppliers, contractors, and subcontractors
POSTING DATE:	May 24, 2024
CLOSING DATE:	Open until a suitable candidate is found
HOW TO APPLY:	Please submit resume to nicole@vleemingconstruction or apply online at https://vleemingcustomhomes.ca/careers/