

## **POCOMOKE CITY, MD**

### **City Manager**

**Pocomoke City is accepting applicants for the position of City Manager. The successful applicant will be responsible for managing the city budget, understanding local laws, codes and regulations, effectively interact with city department heads to identify and resolve various concerns, make recommendations to the mayor and city council on a variety of issues including budgets, projects/project costs, oversee city personnel and personnel decisions and have progressive negotiation experiences to resolve complex and sensitive city government challenges. This individual will also be responsible for ensuring completion of various reports and studies commissioned by elected officials and other government agencies, and shall be able to address questions from the media regarding city activities.**

**The successful candidate must have familiarity with grant writing and administration, and with the types of operations and activities conducted by the Pocomoke City Government, to include: police; ambulance; public works; water/wastewater; city supported community events; recreation; community and economic development; human resources; legal constraints and requirements; finance; and housing/code enforcement.**

**At the time of his/her appointment as City Manager she/he does not need to be a resident of Pocomoke City or the State of Maryland, but during his/her tenure in office she/he shall reside within five(5) miles of the City limits within one(1) year of hire date. An advanced degree in business or public administration or at least five (5) years of successful/progressive experience in local government general management is required. Possession of Credentialed Manager designation from the International City/County Management Association (ICMA) is desirable.**

**Please submit a letter of interest/resume, by Friday, May 31, 2019, to:  
Jeff Gleason, Director Human Resources, P.O. Box 29, Pocomoke City, MD 21851.**

***“Pocomoke City is an Equal Opportunity Employer”***