

SERVICE: DESIGN ENGINEERING DIVISION - STAFF AUGMENTATION

Provide a qualified individual for design, review and/or stamping of roadway and transportation engineering plans for the installation, construction or modification of roadway. Responsibilities include the review and preparation of plans, field investigation, evaluation, and inspections of associated plans, standards, details, specifications, and contract documents.

Firms may be interviewed for this Service. Individuals will work under the supervision of a Clark County Professional Engineer. **No substitution of personnel will be allowed.**

Minimum Qualifications

FIRM EXPERIENCE

- Minimum of one, up to five, civil engineering projects administered by the firm in the last six years.
- Engineering projects that include design, drafting, and preparation of plans, specifications, and contract documents for the installation, construction, or modification of roadway, drainage, structures or traffic improvements.

Only submit firm projects on which the proposed engineers have worked on. Firm projects must match employee's resume.

EMPLOYEE EXPERIENCE

Category A: Full-time Nevada Professional Engineer (Civil) on staff and in responsible charge of the work.

- Five years of experience in roadway design, traffic engineering, and/or drainage.
- Five years of experience in drainage design together with a thorough understanding of the Federal Emergency Management Agency's policies and procedures regarding map amendments.
- Must have an understanding of the Clark County Regional Flood Control District's Policies and Procedures Manual, Design Manual, and Uniform Regulation for the Control of Drainage.

Full-time Nevada Professional Engineer on staff and in responsible charge of the work.

- Five years of experience in the design of roadway, drainage, and traffic design.

Category B: Engineering support

- Bachelor's Degree in Engineering or five years of experience in engineering support.
- Minimum of three projects performing roadway and drainage design.