**What you will do:**

The Maintenance Tech is responsible for upkeeping/turning (make ready) /and maintaining the Housing Authority properties. The Maintenance Techs are responsible for "turning" and rehabbing various sized apartments which includes laying floor, removing kitchen cabinets, installing cabinetry, counters, sinks, rehabbing bathrooms, removing/installing toilets, painting, laying tile, removing any items including furniture left by the tenant, etc...

Other duties include upkeeping the apartments by: completing work orders, emergency work orders, and routine maintenance/ upkeep of the properties.

Pasco County Housing Authority covers all of Pasco County. We have properties on the West and East side of the county. The address listed is the main office. Maintenance moves around to various properties through the day. This position will most likely be on the east side of the county, working in Dade City.

Hours are Monday through Friday 7:30am - 4:00pm. Employee will be responsible for rotating with other team members in the afterhours on call rotation for emergency maintenance needs once a 90-day probation is completed. **This is a not a supervisory position.**

HVAC certified and experience a plus.

**What we need from you:**

Must be able to lift at least 50-75 pounds, able to do complete a variety of maintenance tasks as listed above, and possess a valid Florida Driver's License at all times. Be a team player and be able to work alone with minimal supervision and complete jobs thoroughly. Have a good work ethic, must be dependable. **Pasco County Housing Authority is a Drug Free and Tobacco free workplace. PCHA requires a Level II Background check.**

PCHA pays well, has a great benefit package, and is a good place to work. If you are looking for a challenging position, we are looking for the right person to join our team. If this is you, and your qualified and interested, please be sure to include a working phone number on your resume.

Job Type: Full-time

Starting hourly rate: $20.00 per hour