



CITY MANAGER

City of Lynwood, California

DOQ - depends on qualifications

For more information about the position please click on the link:
https://www.lynwoodca.gov/DocumentCenter/View/1412/CM_Recruitment_2024

Under administrative direction of the City Council and Mayor, to be in charge of the administrative affairs of the City Government; to plan, organize, direct and review the activities and operations of City departments; and to do related work as required.

Five years of progressively responsible experience in an executive or administrative position in a public agency requiring the formulation and carrying out of programs, budgets and administrative operations. Graduation from an accredited four-year college or university with a degree in Public Administration or a closely related field is desirable. All submissions will be reviewed in detail and the most highly qualified candidates will be invited to continue in the selection process which may include interviews with the City Council. The successful candidate will be required to undergo a background check which includes fingerprinting, pre-employment medical examination, including a drug/alcohol screening. The City of Lynwood is an Equal Opportunity Employer. The City of Lynwood is committed to promoting equal employment opportunity to all without regard to political affiliation or opinion, age, race, color, national origin, ancestry, religious creed, marital status, disability, medical condition, gender, pregnancy or pregnancy related condition. Please note, if you require an accommodation during the selection process, please notify the Human Resources Department.

To be considered for this opportunity, please submit a cover letter, resume, and a list of professional references to Noel Tapia, City Attorney at ntapia@agclawfirm.com. References will not be contacted until mutual interest is established and candidate approves contact. All submissions will be received in a continuous basis with a first review scheduled for Friday, May 31, 2024.