

POLICE EVIDENCE TECHNICIAN

The City of Cherry Hills Village is seeking an energetic, detail-oriented and highly organized individual for the position of Police Evidence Technician. This position is a non-sworn position and responsible for providing direct administrative and logistical support of the Police Department and the public. Individuals in this position perform skilled work in a variety of areas directly related to police operations. Superior customer service skills are essential. The 2021 salary range is \$62,573- \$87,556.

Duties and Responsibilities:

- Ongoing daily contact with the public and officials from other law enforcement agencies.
- Detects, collects, preserves and stores various types of evidence associated with specific crimes for the purpose of identifying and facilitating successful prosecutions.
- Maintains organization of evidence and found property items within the property/evidence room.
- Performs crime scene investigation (CSI) processing duties.
- Ability to be on-call and ensuring availability if called into work during off-duty hours.

Requirements:

- Three years of work experience within a police department.
- Valid driver's license and acceptable driving record.
- Direct property and evidence experience preferred.
- An associate's degree is required; bachelor's degree is preferred. Applicants can substitute any equivalent combination of training and experience that provides evidence the applicant possesses the required knowledge, skills and abilities for the position.

To apply:

- **Application is required for consideration.**
- Application can be obtained by visiting the City of Cherry Hills Village website at <https://www.cherryhillsvillage.com/218/Human-Resources> or can be picked up at 2460 E Quincy Ave during normal business hours.
- Deadline for application is 4:30pm on Friday, July 30, 2021.

Application, full job description, and a summary of our outstanding benefits package can be found by visiting <https://www.cherryhillsvillage.com/218/Human-Resources>.