

OPPORTUNITY+ TRAINING PROGRAM

A technical career pathway



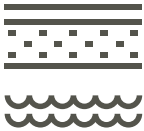
Interested in a career in the civil engineering and construction industry? Opportunity+ is a pathway to rewarding careers in surveying and construction materials testing.

Through this program, participants are offered the training, skill building, and networking skills needed to kick-start a career as a survey crew member or construction materials technician in the civil engineering industry. Full-time positions start between \$15-\$18/hour and go up from there!



WHAT IS SURVEYING?

Surveyors collect the data needed for construction and development. They bring maps to life by identifying points, places, and features in real life. That information is used to design and build almost everything around us.



WHAT IS CONSTRUCTION MATERIALS TESTING?

Construction materials technicians verify that materials used in construction meet project specifications. Technicians perform field testing to check the material's physical properties such as air content, workability, temperature and density.

ELIGIBILITY

We're looking for candidates that:

- Have a high school diploma, GED or equivalent
- Are legally authorized to work in the United States
- Have a valid driver's license with a clean driving record
- Can lift or carry 50+ pounds
- Have good communication and math skills

LOGISTICS

When: January 4 – April 19, 2021
Monday, Wednesday, and Thursday evenings from 5:30 – 8:30 pm and one Saturday per month

Where: WSB University
701 Xenia Avenue S, Suite 200
Minneapolis, MN 55416

Interested?

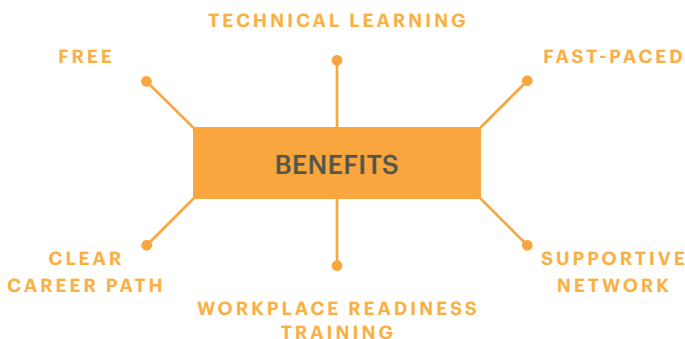
Attend an Info Session below or apply online.

- Wednesday, November 18, 9 - 10 am
- Monday, November 23, 3 - 4 pm
- Wednesday, December 2, 7 - 8 pm
- Tuesday, December 15, 12 – 1 pm

To register, visit:
wsbeng.com/opportunity



BENEFITS



CONTACT INFO

For more information, full eligibility requirements or to apply visit:
wsbeng.com/opportunity

For questions, email opportunity@wsbeng.com or call Laura Rescorla at 763.762.2875