



# B&A

Urban & Environmental

## Planners (all levels)

Locations: Wellington & Queenstown

Barker & Associates (B&A) has a number of opportunities for experienced and well respected planning professionals to join our new Wellington and Queenstown teams.

B&A provide professional planning advice to our stable, long-standing private and public client base throughout New Zealand.

Applications close **Friday 16 July** and will be reviewed once received and treated with strict confidence.

This will be a full time position.

If you have any questions about the role please contact:

 Karl Cook  
**029 638 7970**

Please email applications to:

 Sarah Grive  
**sarahg@barker.co.nz**

### Key attributes we are seeking include:

- + A tertiary qualification in planning and/or resource management
- + Holding or eligible for Full NZPI membership
- + Excellent written and presentation skills
- + A professional attitude and approach
- + A minimum of 2 years experience
- + Experience in managing planning projects
- + The ability to work as part of a positive team environment

### What B&A can offer you:

- + A very competitive salary
- + Career development and opportunities to work in particular fields of interest
- + A supportive working environment
- + A wide range of challenging and exciting projects
- + Support for ongoing professional training
- + A fun and friendly culture with a team who love their work
- + Flexible working options

### About Us

Barker & Associates (B&A) is a leading specialist planning and urban design consultancy with offices throughout New Zealand.

Projects include:

- + Defence House and Bowen Campus development, Wellington
- + Christ Church Cathedral reinstatement
- + Queenstown Lakes Proposed District Plan appeals
- + Ōamaru, Weston and Kakanui Spatial Plan
- + District, regional and unitary policy and plan change projects throughout New Zealand, including the Nelson Unitary Plan review
- + Kāinga Ora and other large scale residential projects
- + Resource consents for Five Mile and Queenstown Central