



# B&A

Urban & Environmental

## Senior Planner Wellington

Barker & Associates (B&A) has an exciting opportunity for an experienced and well-respected planning professional to join our new Wellington team.

You will have the opportunity to work on a range of consenting and policy projects within the Wellington Region and across New Zealand as part of the nationwide B&A team.


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

Applications close **12th November 2021** and will be treated in strict confidence.

If you have any questions about the role please contact:

 Nick Roberts  
**029 666 8330**

Please email applications to:

 Charlie Durber  
**CharlieD@barker.co.nz**

### Key attributes we are seeking include:

- + A tertiary qualification in planning and/or resource management
- + Holding or eligible for NZPI membership
- + Excellent written and presentation skills
- + A professional attitude and approach
- + 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
- + Johnsonville Centre redevelopment, Wellington
- + Ōamaru, Weston and Kakanui Spatial Plan, Waitaki
- + Nelson Unitary Plan review and other district, regional and unitary policy and plan change projects throughout NZ
- + Kāinga Ora and other large scale residential projects
- + National Policy development, Central Government