

Job Description

Are you looking for a great career with amazing benefits? Do you enjoy working with the public? Transit Management of Ada County is looking to expand routes and we need new and dedicated operators! \$1,000 SIGN ON BONUS.

ValleyRide in Boise is seeking full time bus operators for our local bus routes. Safety is our #1 priority! We ensure this by employing caring, safe, and reliable individuals to transport our customers to and from their destinations. When you join our team, you will be providing a valuable service to your passengers and communities. You will reap the benefits that you would expect from a leader in the transit industry. We offer large twice-annual raises and a lucrative benefits package.

Total Compensation Analysis \$72,939

Annual Wages

\$31,720

Time Off Benefits

Vacation Days (14) \$1,708

Paid holidays (6) \$732

Sick days (12) \$1,464

Total time off (included in your wages)

\$3,904

Government Benefits

Social Security and Medicare \$2,427

Worker's compensation \$317

Unemployment benefits \$300

Insurance Benefits

Medical \$31,347

Life \$780

Disability \$360

Dental \$1,725

Supplemental \$360

Additional -HRA \$1,224

Annual Retirement Benefits

401(k) Automatic 7.5% contribution from employer \$2,379

Totals

Total paid by employer in addition to salary

\$41,219

129.95%

Transit Operator Minimum Requirements:

- Must be at least 21 years of age.
- Must pass a Department of Transportation (DOT) physical, drug, and alcohol screen, and background check.
- Must possess or be able to obtain a Class B CDL with passenger endorsement. This can be obtained while employed with us.

Please stop by Valley Ride located at 4701 S. Northrup St. Boise, ID 83705 to complete an application or apply to this listing via email with a resume.

Transit Management of Ada County is a Union Based Facility, offering an extremely rewarding pay scale with large raises twice a year.

Job Types: Full-time, Part-time

Pay: \$15.25 per hour

Job Type: Full-time

Pay: \$15.25 per hour