



Associate Archaeologist – Eugene, Oregon

ASM Affiliates (ASM) has an immediate opening for a full-time Associate Archaeologist in our Eugene office. ASM is a consulting firm specializing in archaeology, history, architectural history and cultural resource management (CRM) with offices throughout the western U.S. and Hawaii. The successful candidate will be an integral member of our dedicated team of professionals and work in a collegial and positive environment.

The Associate Archaeologist will perform research, fieldwork, laboratory analysis, monitoring, and preparation of technical reports for survey, testing, evaluation, data recovery, and construction monitoring projects under the direction of senior staff. Position requires a command of federal (NEPA, NHPA Section 106) and state cultural resource laws and regulations, time management, technical skills, excellent verbal and communication skills. Must be permissible with the State of Oregon as a qualified archaeologist.

Requirements include an M.A. or Ph.D. degree in anthropology, archaeology, historical archaeology, or related field required. Minimum of 3 years of experience in CRM. Additionally, the ideal candidate should have experience with project management, strong technical writing skills, excellent organizational and communication skills and ability to positively interact with clients, supervising personnel, task management, proposal preparation, and assisting with business development.

ASM offers a compensation package that includes competitive pay, professional development, a comprehensive benefits package including medical and dental, paid vacation/sick, and holiday leave, participation in the Employee Stock Ownership Plan, 401k, and bonus plan. The hourly range for this position will be commensurate with the applicant's credentials, experience and industry standards.

Please apply by sending your cover letter and CV/resume to jobs@asmaffiliates.com with Subject line: Associate Archaeologist – Oregon.

ASM Affiliates, Inc. is an Equal Opportunity Employer