

## **JOB PROFILE**

### **WORKSHOP CLEANER / STEAM CLEANER**

**Accountable to:** Branch Manager

**Working Hours:** Monday to Friday (9.00am to 18.00pm) 40hrs per week

Reporting to the Branch Manager, the post holder will undertake the responsibilities associated with the regular housekeeping and maintenance duties in and around the workshop /depot area including, the car park ensuring they are kept to the standard of cleanliness as required by the company. Also, to undertake the duties for steam cleaning of customer's & company vehicles.

#### **Particular areas of responsibility will be:-**

- Ensure that all aspects of Health & Safety regulations and safe working practise are adhered to including the mandatory wearing of any personal protection equipment (PPE).
- Take all necessary measures for the employee's own safety, colleagues and general public & surrounding areas to limit the effects of any incident occurring.
- Provide a high standard of cleanliness & tidiness in relation to all areas of the workshop and depot inclusive of car park in order to maintain the company image and a safe working environment.
- General duties including emptying of workshop bins, cleaning pits, changing of towels in men's facilities, attending to spillages.
- Safe handling and awareness of any hazardous liquids / chemicals which may be in use.
- Steam clean as directed of customer / company vehicles.

The above list is not exhaustive, and the employee would be expected to accommodate any reasonable request made in regard to any duty that may be deemed necessary.

#### **Candidates should be able to demonstrate: -**

Flexible approach to work & hours

Communication skills – able to build good relationships internally & externally

Excellent awareness and understanding of health and safety requirements.

The ability to work as a team player in a busy depot environment

The ability to ensure any job-related documentation is maintained & updated as necessary

#### **Qualification preferred but not essential:**

1. HGV Class 1 licence