

## Job Listing

### LANDSCAPE ARCHITECT (4-8 years' experience)

ParkerRodriguez is an award winning small design firm with a very strong portfolio. The firm maintains a diverse and thriving practice with a wide range of project types including urban plazas and parks, mixed-use development, urban design, urban infill, streetscape and large-scale community master plans. Our work features the creation of unique, sustainable and innovative outdoor environments that integrate programmatic elements, technical challenges and storm water management seamlessly into the landscape. We are a highly motivated team dedicated to all aspects of our work and we are looking for talented designers to complement our team of professionals in a collaborative environment.

ParkerRodriguez is looking for Landscape Architects, Urban Designers or Architects with strong design skills that enjoy working as an integral part of a design team. Applicants should have substantial experience with AutoCAD as well as graphic programs including Photoshop, Indesign, SketchUp, and desktop publishing programs. We use CAD as an integral part of the design process from initial 3-D concept modeling in conjunction with SketchUp and Revit to the preparation of construction documents.

Salaries are commensurate with experience. Benefits include 401K, profit sharing, bonuses, health and dental insurance and a very contemporary, open studio, overlooking the Potomac River in Historic Old Town Alexandria, Virginia.

Please visit our website at [parkerrodriguez.com](http://parkerrodriguez.com)

No phone calls please.

**Minimum Education Requirements:** Landscape Architecture or Architecture degree from an accredited university.

Please send resume and representative work samples to:  
[parod@parkerrodriguez.com](mailto:parod@parkerrodriguez.com)

OR

ParkerRodriguez, Inc.  
101 N. Union Street  
Suite 320  
Alexandria, VA 22314

Attn: Dan Avrit

703.548.5010 PHONE  
703.548.6280 FAX  
[parod@parkerrodriguez.com](mailto:parod@parkerrodriguez.com) EMAIL