

INTERNAL VACANCY ADVICE FIELD TECHNICIAN

Grand Gaming KwaZulu-Natal (Pty) Ltd would like to recruit a Durban-based Field Technician in their Technical Department with previous technical slots experience or technical experience in a similar environment. This position reports to the Technical Manager, Grand Gaming KwaZulu-Natal.

RESPONSIBILITIES OF THE POSITION INCLUDE BUT ARE NOT LIMITED TO

- Maintenance of the Central Electronic Monitoring System (Route Monitoring)
- Installations and conversions of LPM's at sites
- Ensuring that all registers remain up to date as per ICS and KZNGBB regulations
- Ensure compliance to all relevant KZNGBB rules and regulations and company policies and procedures
- Ensure that all repairs and maintenance are carried out on LPMs and related equipment at sites timeously and efficiently
- Ensuring cleanliness of workspace and vehicles at all times.
- Ensuring that all administrative functions are completed accurately and timeously

QUALIFICATIONS, EXPERIENCE, SKILLS AND KNOWLEDGE REQUIRED

- Grade 12 + N3 / N4 Electronics
- A valid Code 08 Driver's licence with 2 years driving experience.
- The ability to travel and sleep away from home is an inherent requirement of this job
- 2-3 year experience in a similar role
- English and additional regional language would be advantageous
- Working knowledge of basic stock control
- The ability:
 - To focus on results through customer focus, managing work and planning and organising
 - To express potential through adaptability, initiating action, work standards, innovation and stress tolerance.
 - To interact effectively through communication, building customer loyalty and trust, managing conflict, negotiation and gaining commitment.
 - To achieve goals by contributing to team success and follow up.

Interested parties should email a detailed CV and letter of application to recruit@sunslots.co.za by Friday, 27 November 2020.

Sun Slots strives to be an equal opportunity company and preference will be given to previously disadvantaged individuals