



Office of Human Resources  
City Urban Designer - CE3308  
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### General Statement of Duties

Performs specialized, professional, complex, and multi-dimensional design work while focusing on policy and developing design guidelines that impact the city's urban design. Provides strategic direction on all large, complex, multi-disciplinary regional design and construction projects by collaborating with various stakeholders.

### Distinguishing Characteristics

The City Urban Designer is distinguished from the City Planner Principal which performs specialized, professional planning work developing the vision for city growth, land use, design, infrastructure development, preservation, and promotes the best use of the city's land and resources for residential, commercial, institutional, and recreational purposes, and serves as a program leader in a functional planning area.

### Essential Duties

Creates a strategic plan for long-range and short-term design initiatives; takes ownership of urban design elements on projects for all highly visible or sensitive issues to staff, city officials, boards, commissions, the public, and other stakeholders. Craft and implement a value statement that articulates Denver's design identity from the citywide to the neighborhood scale.

Provides strategic urban design direction for work on large, complex, multi-disciplinary city design and construction projects; collaborates with engineers, architects, technical support staff, consultants, and contractors; and prepares, reviews, and approves designs, plans, specifications, and contract documents.

Develop innovative design strategies for a wide range of future infrastructure and public space projects while maintaining design excellence within financial and political requirements.

Works with city leaders, elected officials, and other stakeholders to determine and establish design priorities, formulates and defines objectives, and develops plans.

Serve as a liaison with internal departments, public agencies, external organizations, the general public, and/or other interested parties. Direct the engagement with the community as an integral part of the design process. Develop and apply a regulatory framework that may include design criteria, design standards and guidelines, technical, and quality control procedures.

Deliver formal presentations to staff, the public, consultants, contractors, governmental entities, City Council, and other related parties.

Develop and direct the implementation of effective organizational performance strategies designed to meet long- and short- range organizational goals and objectives.

Integrate and monitor sustainability policies, procedures and goals throughout design and construction process, including tree management and preservation programs.

Performs other related duties as assigned.

Employees may be re-deployed to work in other capacities in their own agencies or in other City agencies to support core functions of the City during a City-wide emergency declared by the Mayor.

Any one position may not include all of the duties listed. However, the allocation of positions will be determined by the amount of time spent in performing the essential duties listed above.

### Competencies

Creating and Conceptualizing - Identifies and produces innovative ideas and thinking strategically. Promotes best practices and leading-edge ideas.

Critical Thinking — Using logic and reasoning to identify the strengths and weaknesses of alternative solutions, conclusions or approaches to problems.

Oral Communication – Expresses information to individuals or groups effectively; taking into account the audience and nature of the information; makes clear and convincing oral presentations; listens to others, attends to nonverbal cues and responds appropriately.

Persuading and Political Influence - Gains clear agreement and commitment from others by persuading, convincing and negotiating. Makes effective use of political processes to influence others.

Thinking Strategically - Thinks strategically and promotes best practices and leading-edge ideas.

### Knowledge & Skills

Knowledge of the concepts, principles, theories, and practices used in planning, design, construction, and maintenance of buildings, or other structures taking into consideration aesthetic and functional concerns.

### Level of Supervision Exercised

Performs matrix management over employees, consultants, contractors, and vendors involved in large, complex regional projects.

By position, supervises managers, supervisors, and/or individual contributors.

### Education Requirement

Bachelor's Degree in Architecture, City Planning, Urban Design or directly related field.

### Experience Requirement

Seven (7) years city planning or urban design experience with three years' experience leading design projects.

### Education & Experience Equivalency

Two (2) years of the appropriate type and level of experience may be substituted for each required year of post-high school education.

Additional appropriate education may be substituted for the minimum experience requirements.

### Licensure & Certification

None

### Working Environment

Subject to pressure for multiple calls, inquiries, and interruptions.  
Subject to varying and unpredictable situations.

**Level of Physical Demand**

1-Sedentary (0 - 10 lbs.)

**Physical Demands**

(Physical Demands are a general guide and specific positions will vary based on working conditions, locations, and agency/department needs).

Color vision: Ability to distinguish and identify different colors.

Depth Perception: Ability to judge distances and space relationships.

Eye/Hand/Foot Coordination: Performing work through using two or more body parts or other devices.

Feeling: Perceiving attributes of objects by means of skin receptors, communication, or otherwise.

Field of Vision: Ability to sharply detect or perceive objects peripherally.

Hearing/Talking: Perceiving and comprehending the nature and direction of sounds/ability to communicate ideas.

Oral Comprehension: Ability to discern the meaning of oral speech.

Standing/Walking: Moving from area to area and public contact.

Talking: Communicating ideas or exchanging information.

Typing: Ability to enter words at a speed of minimum 30 wpm.

Vision Far Acuity: Ability to perceive or detect objects clearly at 20 feet or more.

Vision Near Acuity: Ability to perceive or detect objects at 20 inches or less.

Walking: Ability to move or traverse from one location to another.

Written Comprehension: Ability to discern the meaning of written words.

**Background Check Requirement**

Criminal Check

Employment Verification

Education Check

**Assessment Requirement**

None

**Probation Period**

Six (6) months.

**Class Detail**

**Pay Grade:** EX-18

**FLSA Code:** Y

**Established Date:** 5/2/2021

**Established By:** AD

**Revised Date:**

**Revised By:**

**Class History:**

New Classification.