

## **UTE WEATHER CENTER**

## Job Description for Chief Meteorologist

#### Overview

The Chief Meteorologist is responsible for daily forecast products, accuracy, and content of all forecasts issued by the Center. The forecast products include, but are not limited to, daily forecasts for several locations within the Salt Lake Valley, timeline centered storm forecasts, and Utah Athletics game day forecast graphics.

The primary objective is to supervise and mentor forecasting staff to ensure accurate forecasts are submitted by the UWC. An emphasis is placed on weather discussions and individual Lesson Learned reports to minimize inaccurate forecasts, while increasing short-range forecast awareness.

Reports to the UWC Director, and in the absence of the Director, reports the Assistant Director.

This position is paid (15 hours per week) and may be split into separate Chief and Senior Meteorologist positions.

# Responsibilities

Produce daily forecast guidance and hold weather discussion training sessions that are geared towards the forecasting staff, but open to all undergraduates.

Supervise and mentor the members of the Ute Weather Team, including one-on-one sessions, Lessons Learned process, and instructional sessions during discussions.

Progressively adapt the internal training programs for all forecast staff.

Communicate forecast information to the public using several means of communication such as phone, web, social media, etc.

Create and maintain a safe and open learning environment for all undergraduates.

## **Preferred Qualifications**

- Declared Atmospheric Science major with an established graduation plan
- o A minimum of 30 hours of college credit
- o A minimum of one year availability to serve as Chief Meteorologist
- o Good standing GPA (2.0 or above)
- o Six months leadership experience, leading three or more people
- Already have completed Phase I of internal training program. Phase II will be required within 30 days of appointment
- o While forecasting experience is preferred, training is available