

Agenda Report

AGENDA REPORT REQUEST FOR CITY COUNCIL ACTION

DATE: 07/01/2020

TO: Honorable Mayor and City Council Members

FROM: Management Services Department - Human Resources

SUBJECT:

City Council to receive and file Personnel Report.

RECOMMENDED ACTION:

That the City Council receive and file the Personnel Report for employee updates and recruitment transactions.

ANALYSIS:

The Personnel Report includes the employee updates and recruitments noted below. These transaction types are reported to Council for informational purposes each meeting to enhance transparency. The report includes recent activity from May 23rd through June 5th. The employee updates in the Personnel Report include full-time appointments, full-time promotions, and retirements. The recruitment activity portion of the report includes both open/competitive recruitments as well as internal/promotional recruitments.

Full-Time Appointments - No Recent Updates

Full-Time Promotions

Employee Name	Department	Position	Monthly Pay Range	Effective Date
Mendenhall, Adam	Police Department	Police Detective	\$6,868 - \$8,813	May 23, 2020
Palaoro, Brandon	Police Department	Police Detective	\$6,868 - \$8,813	May 23, 2020
Rodriguez, Miguel	Police Department	Police Corporal	\$6,699 - \$8,596	May 23, 2020

File #: 20-0516

Retirements				
Employee Name	Department	Position		Last Day on Payroll
Merced, Bernadette	Finance Department	Financial Analyst I	17	June 3, 2020

Open/Competitive Recruitments

Position L	Department	Position Type	Open Date	Closing Date
Assistant to the City N Manager	Management Services	Full-Time	May 29, 2020	June 26, 2020

Internal/Promotional Recruitments - No Recent Updates

COMMITTEE ACTION:

Not applicable.

STRATEGIC PLAN:

Not applicable.

FISCAL IMPACT:

Not applicable.

ENVIRONMENTAL ANALYSIS:

Environmental review is not required. The proposed actions are not a project under the California Environmental Quality Act.

PREPARED BY: SHANNON CROWE, ACTING HUMAN RESOURCES MANAGER

SUBMITTED BY: JACOB ELLIS, CITY MANAGER