PO Box 5038, 1566 South Route 44 Hwy Jersey Shore, PA 17740-5038

Northcentral Region (570) 398-4744

Summer Forestry Internship Program - 2025

The Pennsylvania Game Commission (PGC) Northcentral Region will be offering four (4) paid internship in the Northcentral Region for the summer 2025 field season.

Location: NC Region

Salary and Starting Date: Engineering, Scientific & Technical Intern

\$17.00/hour for 40 hours/week

Monday - Friday, 7:00 a.m. - 3:30 p.m.(subject to

change)

Maximum of 749 hours/calendar year Anticipated starting date: May 5, 2025* Anticipated ending date: Aug 22,2025*

*Based on student availability at that time

Job Descriptions:

Forestry: Duties may include marking and surveying boundary on wildlife habitat improvement projects, marking timber and determining volumes, reserve trees, collecting stand data, assisting with the chemical control of undesirable plants in forest stands, collecting State Game Lands data for input into the GIS database, assisting with prescribed fire activities, and other duties as assigned. All common forestry tools will be utilized in the completion of assigned work.

PGC internships will expose students to a variety of PGC work, including wildlife and habitat management.

Job Requirements:

Work will be outdoors and involve traversing uneven terrain in all-weather conditions. The selected applicant must have a valid driver's license. Forestry applicants must have successfully completed a college-level field dendrology course.

To Apply:

Persons who wish to apply for the position must be a student who will return to college in the fall of the same year of employment. All interested persons must mail a current resume and cover letter to the address listed below. Interviews will be conducted to select the employee. All resumes must be postmarked by Feb 5, 2025.

Send Resume To:

Pennsylvania Game Commission Atten: Gary Glick P.O. Box 5038 Jersey Shore, PA 17740

Questions:

Questions for Forestry Internships should be directed to Gary Glick at gaglick@pa.gov.