



Department of Human Resources & Civil Service

Job Announcement
Please Post Conspicuously

Adam J. Bello
County Executive

Andrea Guzzetta
Director

TITLE: ASSISTANT CONFLICT DEFENDER GRADE II (Family Court)

SALARY: \$61,909 - \$79,837 annually

LOCATION: Monroe County Department of Public Safety – Conflict Defender’s Office

JOB SUMMARY:

This is a Family Court attorney position located at the Department of Public Safety, Conflict Defender’s Office. Responsibilities involve legal representation of indigent persons entitled to public defense who cannot be represented by the Public Defender’s Office due to a conflict of interest. The employee reports directly to, and works under the general supervision of the Conflict Defender. Does related work as required.

CHARACTERISTICS OF THE IDEAL CANDIDATE:

1. The Assistant Conflict Defender shall be an attorney duly licensed to practice law in the State of New York and admitted to practice in all courts within the scope of the plan.
2. The Assistant Conflict Defender would have a least three (3) years of experience in litigating family law cases.
3. The Assistant Conflict Defender must have an ability to work with the judges, lawyers, court administrators, other persons within the court system, and court officials.

SPECIAL REQUIREMENTS:

Candidates for employment with Monroe County Government will be required to pass a pre-employment drug test, along with a background investigation. Failure to meet the standards may result in disqualification.

If you are appointed, you will be required to possess a valid license to operate a motor vehicle in New York State or otherwise demonstrate your capacity to meet the transportation needs of the position.

RESIDENCY REQUIREMENT:

Applicant must be a resident of Monroe County at the time of appointment.

SEND RESUME, COVER LETTER, WRITING SAMPLE AND REFERENCES TO:

MARK D. FUNK, CONFLICT DEFENDER
MONROE COUNTY CONFLICT DEFENDER’S OFFICE
80 W. MAIN STREET, SUITE 300
ROCHESTER, NEW YORK 14614

Posting Date: March 6, 2020

Posting Deadline: Until filled