



**RE: Food & Beverage Attendant**

### **How to Apply**

Your application must be received by the closing date listed below. **Applications received after the closing date will not be accepted.**

Applications must be emailed to [dhiscox@une.edu.au](mailto:dhiscox@une.edu.au)

### **Your application must include the following:**

1. A minimum of a one-page cover letter outlining who you are, your strengths and qualifications, and why you are interested in the role with UNE Life;
2. A current resume containing details of 2 referees. At least one referee should have a thorough knowledge of your work over the past 2 years as your manager or supervisor.
3. Copies of current/valid qualifications required as detailed in the Position Description.

### **About the Application Process**

After reviewing the applications, the selected candidates will be called for interviews. This process may take one to two weeks.

All queries relating to the position should be directed to Natalie Waters at [nataliew@une.edu.au](mailto:nataliew@une.edu.au) including if you have any questions regarding the application process.

### **Position Details**

ITEM	DETAILS OF OFFER
Commencement date:	July 2025
Type of engagement:	Casual
Position offered:	Food & Beverage Attendant
Location of position:	University of New England, Armidale NSW
Reporting to:	Events, Food & Beverage Manager
Modern Award Coverage:	Hospitality Industry (General) Award 2020
Award Classification:	Level 2 Grade 2 Food & Beverage Attendant
Superannuation Guarantee rate:	12%
Ordinary hours of work:	Unspecified due to causal nature of work
Annual & personal leave:	Casual loading in lieu of leave entitlements
Probationary period:	6 months
Notice period:	2 weeks preferred
Staff Benefits:	<p>Attractive package available – including:</p> <ul style="list-style-type: none"> <li>- Discounts at UNE Life food and beverage outlets</li> <li>- Discounts at Hair and Beauty outlet</li> <li>- Professional development and training</li> <li>- Employee Assistance Program</li> </ul>