



Dry Goods & Protein Material Handler

Pure Foods Meat Solutions Inc. is a family-owned entrepreneurial company that specializes in meat processing to major retail chains and food service customers in Ontario and across Canada. We produce a wide selection of specialty meat products to serve Canadian families.

Key Specific Responsibilities:

- On demand replenishing of production lines with all necessary raw materials inclusive of protein and packaging materials, including labels, spices, boxes, film, etc.
- Returning of excess packaging materials to storage rooms after each production run
- Ensuring that all materials are consumed in a FIFO method
- Daily monitoring of consumption of materials and lot number control on HACCP documentation
- Assist warehouse employees and Scheduler in maintaining accurate dry goods and protein inventory
- Assist with full inventory counts and regular cycle counts
- Move totes and pallets of product from production areas safely throughout the plant
- Organize products, materials and supplies in dry storage rooms such as film, spices, rolls and boxes as well as coolers
- Maintain required HACCP and BRC food safety documentation
- Communicate as needed with Purchasing Manager and Scheduler regarding inventories
- Safe operation of powerjack (walkies)

Qualifications/Experience:

- Minimum 2 years warehouse, manufacturing product-movement experience
- Experienced power-jack operator. Forklift operator a plus
- Reliable, punctual, available for overtime when needed
- High degree of accuracy and attention to detail is a must
- Certified (or previously certified) and skilled in operating power-jack walkies
- Grade 12 minimum with strong math and computer skills
- Proficiency in English; speak, read and write
- Ability to work independently without regular supervision
- Must be physically fit, occasionally required to lift cartons up to 27 kg
- Ability to work in cold environments for extended periods of time
- Constant walking throughout the work shift
- Food plant experience is a definite asset