Position	Other Positions Held	City	Department	Total Wages	Total Retirement & Health Contribution
Community Development Director		Manteca	Community Development	\$224,336	\$8,802
Planning Manager		Manteca	Community Development	\$126,157	\$52,254
City Engineer		Manteca	Community Development	\$121,226	\$45,598
Chief Building Official		Manteca	Community Development	\$115,105	\$49,786
Senior Plan Check Engineer		Manteca	Community Development	\$114,420	\$44,171
Senior Planner		Manteca	Community Development	\$107,947	\$48,401
Senior Planner		Manteca	Community Development	\$96,352	\$43,362
Associate Planner		Manteca	Community Development	\$90,093	\$44,331
Construction Inspector II		Manteca	Community Development	\$86,196	\$31,936
Assistant Planner		Manteca	Community Development	\$76,863	\$20,335
Assistant Engineer		Manteca	Community Development	\$76,591	\$26,378
Building Inspector II		Manteca	Community Development	\$72,819	\$19,114
Construction Inspector II		Manteca	Community Development	\$72,631	\$38,300
Administrative Assistant III		Manteca	Community Development	\$64,358	\$41,299
Development Services Technician		Manteca	Community Development	\$61,939	\$26,989
Building Inspector II		Manteca	Community Development	\$61,257	\$14,734
Engineering Technician I		Manteca	Community Development	\$54,358	\$24,834

Development Services Technician	Manteca	Community Development	\$46,397	\$13,611
Development Services Technician	Manteca	Community Development	\$15,253	\$4,921
Retired Annuitant It	Manteca	Community Development	\$10,259	\$0
Retired Annuitant Bldg Safety	Manteca	Community Development	\$8,079	\$0
Development Services Technician	Manteca	Community Development	\$3,916	\$2,447
Building Inspector I	Manteca	Community Development	\$989	\$289
Planning Commissioner	Manteca	Community Development	\$560	\$0
Planning Commissioner	Manteca	Community Development	\$560	\$0
Planning Commissioner	Manteca	Community Development	\$520	\$0
Planning Commissioner	Manteca	Community Development	\$480	\$0
Planning Commissioner	Manteca	Community Development	\$360	\$0