



Port of Cascade Locks

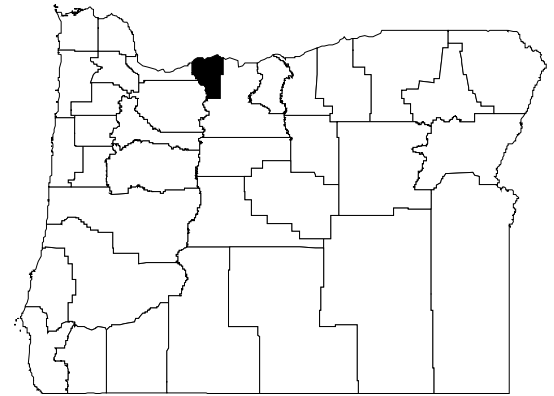
Community Profile

County Hood River
City Cascade Locks
Population 1,200

Description

Sponsor Port of Cascade Locks
<http://www.portofcascadelocks.org>

Supervisor Kristi Bengston, General Manager



Assignment The primary purpose of the Port of Cascade Locks is to facilitate economic development in the Cascade Locks Community. In the execution of the mission, the Port is committed to operating in a fiscally prudent manner to ensure its continuity; enhancing tourism for the Gorge Region and State of Oregon; creating employment opportunities for citizens of the Gorge Region; providing safe and effective infrastructure; and, promoting economic growth for existing and new area businesses

The RARE participant placed with the Port of Cascade Locks will focus on managing a number of projects. Currently, the Port of Cascade Locks is developing a sailing center, engaged in a land exchange, involved in various permitting processes, organizing a community garden, and constructing a multipurpose trail system. Specifically, the RARE participant will act a project manager, where he or she will work with an array of public and private entities to see the aforementioned projects come to fruition.

Meet Jason Sergeant



Jason Sergeant received his Bachelor of Science in Architectural Studies from Southern Illinois University. Continuing his education, Jason received a Masters in Architecture from the New School of Architecture and Design. He decided to choose the aforementioned educational path as a result of his desire to help cities and towns plan for growth and redevelopment in a manner that focuses on embracing their identity and unique attributes. After completing his Masters Degree, Jason worked as an intern architect, adjunct instructor and a planning consultant. Jason joined the RARE Program alongside his wife, Rebecca, and their daughter Mary. Following his year with the RARE Program, Jason hopes to find a job that will allow him to enhance the communities in which we all work, live and play.