Lookout Mountain Community Services Job Announcement

JOB TITLE	POSITION NUMBER
Revenue Cycle/Billing Specialist	
POSTING DATE	DEADLINE DATE
May 27, 2022	Until Filled

POSITION LOCATION

Lookout Mountain Community Services
Administrative/Billing office
501 Mize Street

GENERAL NATURE OF JOB DUTIES

Individual will work with Revenue Cycle Process - Billing and Payment Applications for Commercial Insurance/Medicare Payers. Candidates should be computer savvy and have the ability to operate multiple billing systems, be able to work in a fast-paced environment, have a customer service/first attitude, and be able to communicate effectively with multiple payers.

MINIMUM QUALIFICATIONS

Minimum of two years' experience working in billing or revenue

HOW TO APPLY

Applicants should submit a **Lookout Mountain Community Services Application** to the following:

Lookout Mountain Community Services
ATTENTION: Human Resources Department
PO Box 1027

LaFayette, GA 30728 E-Mail: <u>Jobs@LMCS.org</u> Telephone: 706-638-5580 x 4114 FAX: 706-638-5445

Lookout Mountain Community Services Application can be found at www.lmcs.org or contact 706-638-5580 x 4114

Applications/resumes should be filled out carefully and completely with **the last ten years of work history** included. Attach documentation to support education/training/licensure certification. If your application/resume is not complete you may forfeit the opportunity of an interview. Keep a copy of your application/resume. Copying service is not available at LMCS.

Due to the volume of applications/resumes received we are unable to provide information on your application/resume status over the phone. Applicants who are selected for an interview will be contacted to arrange for an interview. Applicants who have a disability, which require special accommodations should contact the Human Resources Department.

In-House applicants will be considered prior to applicants being considered outside the agency.

This position may require pre-employment drug testing
An Equal Opportunity Employer