

Personal Trainer, Commission-Based (Bethesda, MD)

Description

Are you looking for an exciting career in the fitness industry? Look no further than ELIN Fitness Redefined®. We are an innovative and growing in-home personal training company in the D.C. metropolitan.

Salary:

- commission based
- starting from \$30 per hour

Our mission is to deliver the highest quality experience in personal training that not only transforms individuals' health and fitness, but catalyzes and inspires a richer and more fulfilling life in every aspect – from work to relationships, to have the personal confidence and tools to pursue life's dreams.

When you join our team, you will receive one on one, on the job training on our standards and method by our team.

We are looking for new trainers with the following attributes:

- Excited and enthusiastic about growth and development
- Passionate about helping people
- Lives the lifestyle
- Up-beat and goal driven with positive personality
- Certification is required
- Experience is a plus
- Must have reliable transportation
- Must be a team player
- Open to extensive training
- Must pass background check
- Customer service experience is preferred
- Great time management and organizational skills – always on time
- Excellent communication skills
- Flexible schedule required

This is a part time position with an opportunity of becoming a full-time position. Highest compensation in the industry and great opportunity for growth .For more information on our mission visit <https://elinfitnessredefined.com/>.

Associated topics: personal training, personal trainer job, fitness coach, fitness instructor, gym instructor, personal exercise programmes, personal trainer Washington DC, commission based personal trainer, commission based salary, fitness instructor, personal fitness trainer jobs

Hiring organization

Elin Fitness Redefined

Employment Type

Full-time, Part-time

Job Location

20817, Bethesda, MD, USA

Base Salary

\$ 30

Date posted

April 4, 2022

Valid through

01.04.2025