AFLAC Benefits Agent

AFLAC

Monrovia, Ca 91016

Job Details

Salary

\$55,656 - \$68,987 a year

Job Type

Full Time Part Time Contract Permanent

This is a very rewarding Business -to-Business position that offers the strongest compensation structures in the industry, flexible schedules with no nights , weekends or holidays. Are you ready to begin your career where you work for YOU!?

I am seeking to bring on 3 new self-motivated, creative, think outside the box team members to come build their own business. If you strongly feel that you have these qualities, you can be a great fit.

Aflac Agents work directly with business owners to deliver voluntary benefits for their employees while concurrently helping to solve key issues facing small businesses today. It's a key role with a well-known brand that helps business owners ensure their employees can absolutely receive direct cash benefits should medical events occur.

BONUSES

\$3,000 - \$4000 in the first 3 Months

No Experience necessary. All Career backgrounds are welcome! Training will be provided via our Aflac sales Academy, a world class training program. In addition, we pay for your licensing course!

Superior Benefits: Benefits Include stock bonus programs, bonus rewards and exotic trips. Compensation is discuss with Hiring Manager during the interview process. Structure includes Commissions, Residual, Bonuses and Stocks.

Our business is about being there for people in need. If you like to help people , are self motivated, want to be a successful entrepreneur then you will have a home with AFLAC

Benefits:

Flexible Schedule

Contract Type:

Contract

Permanent

Supplemental pay types:

Bonus pay

Commission pay

Weekly Day Range:

Monday To Friday

No Weekends

Work Setting:

In-Person

In the field

Office

License /Certification Insurance Producer license (preferred) Driver License (preferred)

Work Location: One Location

Contact information:

Sergio Solis , District Manager Please email Resume to

Aflacsouthcal@gmail.com

Cell: 626-222-2604