



**MINUTES OF THE
COMMUNITY AND ECONOMIC DEVELOPMENT COMMITTEE**

SAN JOSE, CALIFORNIA

MONDAY, AUGUST 28, 2017

The Community and Economic Development Committee of the City of San José convened in regular session at 1:30 p.m. in Committee Rooms 118-120, Council Wing, City Hall.

PRESENT: Councilmember Johnny Khamis, Chair; Councilmember Dev Davis, Vice Chair; Councilmember Raul Peralez, Councilmember Lan Diep (1:36 p.m.), and Councilmember Don Rocha.

ABSENT: All Present.

STAFF: Nancy Klein, City Manager’s Office, Ed Moran, City Attorney’s Office, Ru Weerakoon, Mayor’s Office, Cecilia McDaniel, City Clerk’s Office.

(b) REVIEW OF WORK PLAN

There were none presented.

(c) CONSENT CALENDAR

There were none presented.

REPORTS TO COMMITTEE

(1) Verbal Report on Economic Development Activities.

Documents Filed: Provide a brief summary of recent announcements, significant accomplishments, and upcoming events related to economic development.

Economic Development Assistant Director Nanci Klein provided the summary.

Action: No vote action was required. The Committee accepted the verbal report.

(2) Residential High-Rise Development Audit.

Documents Filed: Report from City Auditor Sharon W. Erickson, entitled, “Audit of Residential High-Rises: Considerations for a City with a Growing Number of Tall Buildings”, dated August 2017.

City Auditor Sharon W. Erickson, Audit Staff Michael Houston, Planning, Building and Code Enforcement Interim Director Rosalynn Hughey and Building Official Chu Chen, offered the report and responded to Committee questions and concerns.

Action: Upon motion by Councilmember Raul Peralez, seconded by Councilmember Lan Diep and carried unanimously, the Committee accepted the audit report and cross referenced to September 19, 2017. (5-0)

OPEN FORUM

Public Comments: Frederick Vanderbilt offered comments.

ADJOURNMENT

Councilmember Johnny Khamis, Chair adjourned the meeting at 2:14 p.m.

DRAFT

Council Member Johnny Khamis, Chair
Community and Economic Development Committee

JK/lo