## **Kyle Werner**

Kyle has dedicated nearly 20 years to public service, with a focus on advancing animal welfare and ensuring public safety. Over the course of his career, he has led teams in animal cruelty investigations, developed comprehensive training programs for animal services officers, and enforced animal welfare laws with professionalism and compassion. Recognizing the need for a specialized approach, Kyle spearheaded the creation of his department's investigations program, employing skilled Animal Control Investigators to handle complex cases and work directly with the District Attorney's office for filing.

In addition to his work in investigations, Kyle has taken a leading role in disaster response, both locally and through mutual aid deployments to other jurisdictions. He has directed teams during wildfires and other emergencies, overseeing animal evacuation efforts, sheltering operations, and search-and-rescue missions. These efforts have been instrumental in ensuring the safety of animals and communities while fostering interagency collaboration.

Kyle also developed HOWL (Helping Out Wildlife Locally), a local volunteer-based program that supports wildlife conservation, community education talks, and park patrols. HOWL volunteers also play a crucial role in transporting injured and sick wildlife to licensed rehabilitation centers, ensuring these animals receive the care they need. To maintain a consistent and effective approach, he designed a 30-hour HOWL academy, where all new members are trained in wildlife behavior, critical skills, and the department's mission. By empowering volunteers, this initiative has reduced officer workloads and strengthened community engagement.

Kyle takes pride in strengthening the relationship between the community and the department through initiatives that emphasize education and collaboration. By prioritizing community engagement programs, he fosters a sense of shared responsibility and partnership in promoting animal welfare and ensuring public safety.