



JOB DESCRIPTION/SCOPE OF WORK SOUND FELLOW/A2

Immediate Supervisor(s):	Sound Engineer
Schedule:	TBD
Salary:	\$600/wk (40 hours)
Housing (if needed):	Information available upon request
Start Date:	June 9
End Date:	July 19

STATEMENT OF JOB:

The Sound Fellow will work with the Sound Engineer to productively execute the implementation and augmentation of all sound elements composed, recorded, edited, or enhanced while performed live for the Mainstage and KIDDSTUFF Seasons.

JOB DUTIES INCLUDE, BUT ARE NOT LIMITED TO:

GENERAL RESPONSIBILITIES:

- Reporting to work on time, prepared to work
- Follow and practice safe work methods and safety procedures
- Follow procedures and policies in the Seasonal Employee Handbook

SPECIFIC RESPONSIBILITIES:

- Assist in the planning and execution of the sound system design including the signal flow
- Ensure secure and safe rigging of all sound equipment
- Assist in the implementation and execution of any onstage practicals
- Run Sound for shows as assigned by the Sound Engineer
- Assist in the setup of Com for use in each Mainstage and KIDDSTUFF tech rehearsal and performance
- Assist in the setup of video monitoring as needed for Music Director and Stage Management
- Assist in the supervision of the load-in and strike of each production for the department
- Assist in the repair and maintenance of shop tools and equipment as needed
- Assist in the supervision of department staff
- Train show crew as necessary
- Assist in overseeing the safety and well-being of those working in the department and actively participate in and promote a culture of job safety in all work areas
- May serve as Assistant Sound Engineer on Mainstage as assigned
- May serve as Sound Engineer on KIDDSTUFF shows as assigned
- Adhere to the theatre's safety policies
- Attend Design Meetings, Production Meetings, and technical rehearsals as needed/appropriate
- Approach and carry out duties, as designated above, with a positive attitude
- Additional duties as assigned

REQUIREMENTS:

- Outdoor Theatre experience (preferred)
- Typically minimum 2 years experience in scenic carpentry, or equivalent practical experience (can be at school or community theatre)
- Ability to read and interpret sound plots and signal flow diagrams
- Skill in the use of qLab playback
- Knowledge of digital mixing consoles (Yamaha M7CL preferred)
- Knowledge of Vectorworks and/or AutoCad

- Knowledge of standard and safe rigging practices
- Knowledge of standard micing techniques
- Acute and balanced hearing
- Knowledge of MIDI programming (preferred)
- Aptitude for working with electrical, electronic, and mechanical systems and equipment
- Routine lifting up to 50 lbs, occasional work on ladders, catwalks, scissor lifts, and other personnel elevation devices
- Strong interpersonal, organizational, collaborative, communication and leadership skills
- Valid driver's licle
- Ability to work long hours and to manage an irregular schedule with a positive attitude
- Ability to supervise, train and work with interns
- Ability to work on multiple productions within tight timelines and budgetsMaturity and understanding of the artistic process and excellent interpersonal, teamwork, and diplomacy skills
- Knowledge of industry and OSHA standard safety practices
- Capacity to solve problems and engage in creative thinking about challenges; Ability to brainstorm ideas in a group setting.

