

## Venue Audio Engineer

Now in its 47th year, Spoleto Festival USA is internationally recognized as America's premier performing arts festival. For 17 days and nights each spring, Spoleto Festival USA fills Charleston's historic theaters, churches, and outdoor spaces with performances in opera; theater; dance; and chamber, symphonic, choral, amplified, and jazz music. Spoleto's mission is to present programs of the highest artistic caliber while maintaining a dedication to young artists, a commitment to all forms of the performing arts, a passion for contemporary innovation, and an enthusiasm for providing unique performance opportunities for established artists. Beyond its role as a launching pad for young talent, Spoleto also serves as a catalyst for cultural change and has aided in Charleston's flourishing as a top arts and culture destination. The 2023 Season will take place from May 26 through June 11. Spoleto Festival USA is a 501 (c)(3) charitable organization.

### **Position Summary:**

The Venue Audio Engineer (VA) is responsible for the installation and operation of the sound system within a particular venue under the direction of the Festival Audio Engineer (FA). Some festival venues will both produce original work and present existing work while other venues will only present. The VA's responsibilities and interaction with produced works do not vary from that of presented work. Every festival venue, in some capacity, will either rep between simultaneous shows or change between multiple shows over the course of the festival.

The VA reports directly to the Venue Manager (VM) in each venue. The VM helps to coalesce the information from every department and manage the venue schedule efficiently. Within the venue, the VA will work as a team with the Venue Carpenter (VC) and Venue Electrician (VE) as the core group that runs the venue on a daily basis under the supervision of the VM. The audio team often works as a team to assist in the load-in of all venues.

**Department:** Producing

**Reports to:** Festival Audio Engineer

**Position Type:** Temporary, seasonal, exempt from May 15<sup>th</sup> thru June 18<sup>th</sup>.

**Hours:** Variable based on festival programming.

**Location:** Charleston, SC (onsite)

**Housing :** Single room provided.

**Travel:** Airfare or gas reimbursement provided

### **Compensation:**

The target weekly pay range for this position is \$800- \$1,000. The salary offered will be commensurate with the selected candidate's experience and qualifications.

**Areas of Responsibility:**

- Attend venue team meetings prior to venue load-in to review and receive communication on initial plans. During this meeting, the FA will communicate the load-in plan to the VA and will pass off any paperwork needed to the VA.
- Depending on how many venues are loading in, load-in through the tech process will vary. With only one opera, the FA will be based out of the theatre that is working alongside the VA. If there are multiple venues loading in week 1, the VA may be leading the load-in on their own or with the Assistant Festival Audio Engineer (AFA).
- Install any necessary audio systems into the venue. For most operas, this installation will be limited to headsets and video monitor support. Any larger needs for other shows in the venue will generally arrive later in the festival.
- Coordinate with the Venue Electrician (VE) for all cable runs.
- Ensure that all house systems needed for the festival are functional.
- Install and infrastructure for systems to be installed later. For example, there may be a Jazz show in an opera venue in the middle of the festival. Often the line arrays and amp racks won't get installed until the night before, but the cable setup can be done ahead of time.
- While the operas are in tech, the venues now are in the hands of the VA. The FA may be called back for questions or any big additions if needed. For most operas, the audio needs are limited to ensuring headsets are working and maestro video is functional.
- Work with the FA to develop any rep plans needed for the venue.
- Add to the system as needed for additional shows that come through the venue. Generally, the main audio system will stay in place and only deck level microphones, monitors, and playback systems will be added or removed.
- Work with the Venue Manager (VM) to ensure that there is enough labor to achieve any changes.
- The VA will act as the Audio Engineer for any additional shows that need a mixer.
- Working with the FA and the venue team, coordinate and execute strike and load-out plans.
- Count and organize all the equipment that came into the building. The FA will provide a list of all pieces of equipment that need to be returned to the rental shops.
- Restore all house equipment better than it was found.
- Help other venues strike once finished.

**Qualifications for Consideration:**

- Proficient in QLab and audio mixing. The festival typically uses DigiCo and Yamaha consoles.
- Ability to manage several projects simultaneously.
- Strong communication and interpersonal skills with an emphasis on the ability to synthesize information clearly and in a timely fashion.
- Ability to lift and transport up to 50 lbs.
- Ability to work long days, nights, and weekends with a positive attitude.
- Must be comfortable and able to work in the following conditions: low light or no light environments, catwalks, climbing ladders, confined spaces, standing for long periods of time.

**To Apply:**

Interested candidates should submit a <sup>1</sup>resume and 3 references to Andy Cissna, Production Manager, at [acissna@spoletousa.org](mailto:acissna@spoletousa.org).

Spoletto Festival USA is an equal opportunity employer and committed to diversity in hiring. Equity is central to our culture, mission, and who we are as an arts organization. Spoletto Festival USA does not discriminate in employment on the basis of race, color, religion, sex (including pregnancy and gender identity), national origin, political affiliation, sexual orientation, marital status, disability, genetic information, age, membership, parental status, military status, or any other non-merit factor.

