



## TECHNICIAN JOB DESCRIPTION & PERSON SPEC / VIOLA'S ROOM

**Responsible to:** Technical Manager

**Key relationships:** Deputy Technical Manager, Production Manager, Head of Production and General Manager, Design Assistants, Production Coordinator, FOH / Operations Team and Buildings Team.

**Fee:** Up to £725 per week depending on experience

**Contract:** Fixed Term full-time from w/c 29th April or w/c 6th May

**Deadline for applications:** 10am on Monday 22nd April

Applications will be reviewed on a rolling basis. Shortlisted candidates will be notified in due course. If you are interested in this role, we encourage you to submit your application as early as possible. We reserve the right to close this vacancy as soon as we have received sufficient applications for the role.

**How to apply:** Complete the application form [here](#) including your CV and cover letter.

If you have any questions or are experiencing any difficulties with the application process, please contact [workwithus@punchdrunk.com](mailto:workwithus@punchdrunk.com).

### OUR HISTORY

Founded in 2000 by Felix Barrett MBE, Punchdrunk is widely recognised as the “pioneer of the ‘immersive theatre’ phenomenon” (The Telegraph). The company is best known for their mask shows, a form of theatre in which roaming audiences experience epic storytelling inside singular, sensory worlds. These productions have been cited amongst the 40 creative moments that changed culture (Creative Review) and currently play across three continents: *Sleep No More*, New York has been running since 2011; *Sleep No More*, Shanghai (2016 - present) is the longest-running international show in China; and *The Burnt City*, London has welcomed over 200,000 audiences since it opened in March 2022. In March 2024, Punchdrunk announced their latest project, *Viola's Room*, opening in London in May 2024.

Alongside these landmark theatrical productions, Punchdrunk has taken its ground-breaking approach to live experiences and created cross-cultural collaborations in music, tech, fashion and TV - from projects with Rihanna to Jack White, Louis Vuitton to Alexander McQueen, and from Samsung to Brad Pitt's Plan B Studios. The company was listed amongst the 50 most influential artists of the last 50 years (Sky Arts, 2022) alongside David Bowie, Sir Steve McQueen and Vivienne Westwood.

Previous projects include: *The Third Day* (BAFTA-nominated TV series starring Jude Law and Naomie Harris with HBO and Sky Studios), *Believe Your Eyes* (with Samsung, 58th Venice Biennale, 837, ArtBasel and Cannes 2016), *ANTIdiary* (with Rihanna and Roc Nation), *The Drowned Man: A Hollywood Fable* (with the National Theatre), *The Crash of the Elysium* (Manchester International Festival), *The Duchess of Malfi* (with ENO), *Sleep No More* (with the American Repertory Theatre), *It Felt Like A Kiss* (with Adam Curtis and Damon Albarn,

Manchester International Festival), *Tunnel 228* (in collaboration with The Old Vic), *The Masque of the Red Death* (with Battersea Arts Centre), and *Faust* (in collaboration with the National Theatre).

## **THE ROLE**

Punchdrunk is seeking a team of Technicians, who will support the successful operation and running of the production team for Punchdrunk's new groundbreaking show *Viola's Room*.

The technical team will fulfill 3 roles within the production on a rotating basis, full training in all positions will be provided:

### **Show Control Operator**

The Show Control Operator will monitor approximately 50 cameras throughout the experience and will report down to other technicians and the FOH team if an audience member requires assistance.

They will also monitor to check that the show is running as required and report any technical issues down to the team for fast response.

In the event of an evacuation, the Show Control Operator will be responsible for triggering emergency lighting, and stopping the show.

### **Headphone Technician**

The Headphone Technician will respond to any issues noted from the FOH team surrounding the headphone system, swapping out headphones as required and re-assigning connected phones to the right entry group into the show.

The headphone technician will also monitor the signal strength and battery percentage of all devices in the space, and react to technical issues as required. They will also ensure batteries are on charge when not in use and at the end of the day.

As the last group enters the experience, the Headphone Technician will assist with the reset.

### **Technical Responder**

The Technical Responder will respond to any technical issues within the experience as reported by the Show Control Operator, ranging from prop resets, repairing faulty technical equipment, and assisting FOH teams with removing customers who need to exit the experience.

As the last group enters the experience, the Technical Responder will assist with the reset.

## **TECHNICAL SHOW OVERVIEW**

*Viola's Room* is a groundbreaking new show developed and produced by Punchdrunk.

We are looking for a great communicator and team player with great problem-solving skills.

The Technician will assist with the smooth technical running of a pulsed entry show, with audiences entering the show in intervals which will make for a technically challenging set up.

We are looking for an individual who can juggle the possible challenges of an audio system that has been tailor made for a walk through experience, which is able to sync up to other show control elements, such as lighting and automation.

The lighting installation is mainly practical based, with few traditional theatre lighting sources. All running on EOS and triggered via LTC timecode. The ideal candidate will have experience in the field of integrated lighting installations.

The design is true to Punchdrunk's roots with "touch real" and sensory at the heart of the design, which is likely to need an amount of physical maintenance / support.

## **JOB DESCRIPTION | RESPONSIBILITIES INCLUDE:**

- Assist the Technical Manager with preventative and reactive maintenance with the support of the Production Coordinator, Design Assistant and Production Manager.
- Actively take part in a technical show role for each show, comprising of a Show Control Operator, Headphone Technician and Technical Responder.
- Ensuring the design and technical reset is completed at the end of each day to a high standard.
- Leading on any technical issues, ensuring comprehensive fault finding procedures are outlined and adhered to.
- Comply with all H&S policies and report and respond to all H&S incidents.
- Working collaboratively and closely with all departments, particularly the operations team, acknowledging that given the nature of this project, there are elements of hybrid and shared responsibilities required compared to traditional theatrical productions.
- Assisting the Technical Manager with keeping show paperwork up to date, such as power on / off, setting checklists, maintenance rotas, troubleshooting guides etc.
- Any other responsibilities as reasonably required by a Technician on a first class immersive production.

## **PERSON SPECIFICATION:**

### **Essential**

- Proven experience in technical theatre, with a background in lighting or sound.
- Strong communication skills.
- Detail-oriented with excellent problem-solving abilities to address technical challenges in real time.
- Familiarity with industry-standard software and equipment related to lighting, sound and network configurations.
- Ability to work under pressure, meet deadlines and adapt to changing production requirements.
- Clear passion for delivering the best audience experience possible.
- Passion for a technical management role in an untraditional setup and environment
- Solutions oriented mentality and desire to work collaboratively with the team in mounting a brand new production.
- Familiarity with QLab, and ETC Eos operating systems.

### **Desirable**

- Previous management of multiple battery operated devices and monitoring battery health over the course of a production, such as mics or IEM packs.
- Previous experience on 'pulsed entry' shows.

- Experience with LTC timecode.
- Knowledge of safety regulations and protocols within the theatre and entertainment industry.

## **WORKING HOURS**

- Full time. As reasonably required to deliver the role responsibilities.
- Weekend working will be required.

## **ENGAGEMENT TERMS**

- Contract: Freelance
- Place of Work: Punchdrunk's home in Woolwich
- Up to £725 per week, depending on experience

## **NOTES TO APPLICANTS**

This is a guide to the nature of the work required. It is not wholly comprehensive and may be reviewed with the post holder and the line manager from time to time.

If you are called for an interview you will be required to sign Punchdrunk Non-Disclosure Agreement in advance of the meeting.

All applicants must be eligible to work within the UK.

## **HOW TO APPLY**

To apply, please complete the application form [here](#), providing your CV and a brief statement (maximum 2 A4 sides) describing your suitability for the position and *specifically* how your experience matches the person specification.

If you have any questions or are experiencing any difficulties with the application process, please contact us at [workwithus@punchdrunk.com](mailto:workwithus@punchdrunk.com).

Applicants should provide contact details for two references and we will seek your permission before making direct contact with any referees. Please note that it is likely we will seek to take up 1 reference for candidates progressing to a second interview, prior to making an offer.

As an Equal Opportunities Employer, Punchdrunk welcomes applications from all sectors of the community, regardless of gender, age, race, sexuality or disability and makes appointments based solely on ability to fulfill the duties of the post. Candidates who are shortlisted for an interview will be given the opportunity to specify any access needs so that appropriate arrangements can be made.

We particularly welcome applications from applicants living in the Royal Borough of Greenwich.

## **RECRUITMENT TIMELINE**

Applications will be reviewed on a rolling basis and interviews will commence shortly after shortlisting.

Deadline for applications: 10am on Monday 22nd April

Interviews: Thursday 25th April & Friday 26th April

Contract commences: w/c 29th April or w/c 6th May

We reserve the right to close this vacancy before the advertised closing date if we receive sufficient applications for the role. Therefore, if you are interested in this role, we encourage you to submit your application as early as possible.