



DEPUTY TECHNICAL MANAGER (Lighting) JOB DESCRIPTION & PERSON SPEC / VIOLA'S ROOM

Responsible to: Technical Manager, Production Manager, Head of Production and General Manager, Producers.

Key relationships: Technicians, Design Assistant, Production Coordinator, Creative Team, FOH / Operations Team, Buildings Team and Producers.

Fee: Up to £800 per week depending on experience

Contract: Fixed Term full-time from w/c 26th August 2024 until 3rd November 2024

Deadline for applications: Wednesday 14th August 2024

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.

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 Deputy Technical Manager with a strong Lighting bias, who will support the management of the production running team for Punchdrunk's new groundbreaking show Viola's Room.

The Deputy Technical Manager will help lead a team of technicians and a Design Maintenance Manager to ensure that the production is presented and maintained at the highest possible standards.

They will assist the Technical Manager in the day to day running of the technical team, reacting to and reporting on any technical or maintenance issues and playing an active part within the show running needs.

They will be customer facing at times due to the nature of the production and will work collaboratively with the FOH and Operational teams.

As well as working on Viola's Room, the Deputy Technical Manager will also assist with the technical maintenance of Punchdrunk's wider Woolwich Venue.

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 Deputy Technical Manager 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 for Viola's Room and the wider Woolwich Venue.
- Lead on any lighting requirements for the show and Woolwich Venue, such as small changes to the show file for press calls, lighting maintenance and documentation.
- Actively take part in a technical show role for each show, comprising of a Show Control Operator, Headphone Technician and Technical Runner.
- 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.

- Attending meetings as required by the Technical Manager, such as H&S and Operation meetings.
- Chair specific meetings in the absence of the Technical Manager.
- In the absence of the Technical Manager and in conjunction with the Duty Manager and inline with predetermined procedures, be responsible for show critical decision making, such as show stops, resets, evacuations etc.
- Enforce and take ownership of H&S policies as outlined by the Technical Manager and Production Manager and report and respond to all H&S incidents.
- As part of the reset, and in conjunction with the Buildings Team ensure that the experience is cleaned to a high standard.
- 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.
- Adhering to all budgets and following financial procedures as designated by the Producers and other relevant members of the team.
- Keeping show paperwork up to date, such as power on / off, setting checklists, maintenance rotas, troubleshooting guides etc.
- Support audience members should they require assistance during the experience by helping them exit the show and handed over to the FOH team, or by giving reactive technical support such as headphone swap outs within the experience.
- Any other responsibilities as reasonably required by a Deputy Technical Manager on a first class immersive production.

PERSON SPECIFICATION:

Essential

- Proven experience in technical theatre as a LX No 1 or 2.
- Thorough knowledge of ETC Eos operating systems. With the ability to update cues and take the lead on lighting related issues and notes as directed by the lighting designer.
- Good Soldering skills.
- Experience with electronics / lighting systems.
- Strong communication skills to effectively collaborate with cross-functional teams, including producers, operations team, directors and designers.
- 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.
- Ability to lead, manage and motivate technical production teams effectively.
- Knowledge of safety regulations and protocols within the theatre and entertainment industry.
- Clear passion for delivering the best audience experience possible in a unique theatrical environment
- 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.

Desirable

- Managed 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.
- Legionella Awareness certificate.
- IOSH Managing Safely for Theatres.

- Experience with LTC timecode.

WORKING HOURS

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

ENGAGEMENT TERMS

- Contract: Fixed-term
- Place of Work: Punchdrunk's home in Woolwich
- Up to £800 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.

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.

RECRUITMENT TIMELINE

Deadline for applications: **Wednesday 14th August 2024**

Interviews: **ASAP**

Contract commences: **26th August 2024 pending current notice period**