

CREATOR

A Creator shall perform functions supporting the engineering efforts of audio, video, lighting, and control systems and other peripheral tasks related to or in conjunction with the engineering of such systems. The individual will be well-versed in A/V/L/C systems commonly found in entertainment venues such as house of worship, theme parks, cruise ships, museums, exhibits, restaurants, and convention facilities, but may possess a strong expertise in a given focus discipline. Creators shall be able to design and engineer a solution; CAD the resulting drawing packages using AutoCAD; support the procurement, fabrication, installation, and commissioning efforts of said design; provide documentation of the design; support and troubleshoot the system as needed.

Creators may also cover areas of responsibility outside of the project related duties.

Note: This job description is meant to describe the general nature and level of work being performed.

Duties and Responsibilities

The Creator performs a wide range of duties including some or all of, but not limited to the following:

- Design and/or Engineering the details of technical systems conceived either internally within the company or by an outside party.
- Produce designs that are safe, efficient, functional, and meet or exceed a high level of standard.
- Generate CAD drawings and other documents including single lines, rack elevations, layouts, cable schedules, construction details, power and heat loads, written specifications, equipment specifications, programming specifications and other documents as required to convey the details of the system design in a professional manner.
- Prepare and respond to RFIs to clearly address and clarify the exchange of project information.
- Provide and validate equipment lists and specifications as required by purchasing department for pricing and product procurement.
- Provide engineering support to sales department to assist with project cost estimating and related efforts in preparing bid documents.
- Provide engineering support to fabrication and integration teams as required to resolve any issues and verify that the system meets the specifications and design set forth by Engineering.
- Provide engineering support for FAT and SAT test procedures to verify that system performance meets specifications and quality standards. Produce FAT and SAT documents and reports.
- Manage an on-site team throughout the installation process of a project, with potential for full Project Management as needed depending on Project Size and Scope.
- Participate in commissioning of technical systems on site and assist in handover and training efforts.
- Work in a team environment on multiple projects under the direction of a Lead Engineer, Project Manager, and/or Engineering Manager. Must be available to potentially adjust working hours to overlap local time zone of client or project location.
- Travel as required for commissioning, meetings, training, trade shows, or other company activity.
- Travel to domestic and international job sites (with possibility for extended periods) for commissioning, programming, site survey, or other project related functions as needed.
- Other duties as deemed appropriate by the Engineering Manager.

Eligibility

- Possess a positive outlook
- Work independently and be self-motivating
- A desire to meet client expectations

- Possess strong time management skills and attention to detail while maintaining a global overview
- Unrestrained willingness to travel – also for extended time periods (max. 6-8 weeks applicable)
- Fluent in both written and spoken English language
- Strong leadership skills to form and keep project team motivated
- Possess strong problem solving, troubleshooting, and decision making skills

Preferred Skills

- Experienced in the engineering of audio/video/control systems in the entertainment industry.
- 5 or more years desired.
- Knowledge of computer networks; especially as it pertains to AV systems and their specific requirements. Advanced IT networking expertise a plus.
- Programming experience in either traditional programming languages (VB, C#, C++, Lua) or entertainment venue control systems (AMX, Crestron, Medialon, Alcorn McBride) a plus.
- Programming experience in audio DSP, lighting consoles, or video systems a plus.
- Proficient in AutoCAD.
- Familiarity with Revit.
- Proficient in Windows based PC environment, including MS Office.
- Familiarity of current products and trends in the AV industry.
- Strong troubleshooting skills.
- Ability to multitask on multiple projects.
- Ability to work well with others in a group or team structure.
- High attention to detail.

Limitations and Disclaimer

It should be understood that there will be times that work will fall outside of the normal work days and hours. In the entertainment field, it is common for projects to open or operate on weekends or holidays. Theme parks and other entertainment venues may wish to minimize down time, venues may not be available, or deadlines may require working odd or night hours. While efforts are taken to minimize these occurrences, they are unavoidable and do occur, especially when on a job site.

The above job description is meant to describe the general nature and level of work being performed.