



## **HEAD OF LIGHTING JOB DESCRIPTION & PERSON SPECIFICATION / THE BURNT CITY**

Responsible to: Head of Production

Key relationships: Production Department, Heads of Departments, Producing team, Production technicians

Salary: Up to £40,000 per annum, depending on experience

Contract: Fixed term, one year

Deadline for applications: 12pm on Wednesday 9th February, by email, with the subject "Head of Lighting" to [workwithus@punchdrunk.com](mailto:workwithus@punchdrunk.com).

**OUR HISTORY** Formed in the UK by Felix Barrett in 2000, Punchdrunk has pioneered a game-changing form of immersive theatre in which roaming audiences experience epic and emotional storytelling inside sensory theatrical worlds. Blending classical texts, physical performance, award-winning design installation, and unexpected sites, the company's infectious format rejects the passive obedience usually expected of audiences. Our award-winning productions invite audiences to rediscover the childlike excitement and anticipation of exploring the unknown and experience a real sense of adventure. The company's international production, *Sleep No More*, has celebrated 10 years of its extended run in the USA. In December 2016, a redeveloped version of the production opened in Shanghai and continues to run. *The Third Day*, a six part TV drama and theatrical broadcast created by Dennis Kelly and Felix Barrett aired on Sky and HBO in 2020. Punchdrunk has also announced a partnership with gaming giants Niantic.

Punchdrunk's award-winning productions include *Faust* (in collaboration with the National Theatre, 2006), *The Masque of the Red Death* (2008), *Tunnel 228* (in collaboration with The Old Vic, 2009), *It Felt Like A Kiss* (with Adam Curtis and Damon Albarn, Manchester International Festival, 2009), *Sleep No More* (with the American Repertory Theatre, Boston, Mass., 2009), *The Duchess of Malfi* (with ENO, 2010), *The Crash of the Elysium* (Manchester International Festival, 2011) and *The Drowned Man: A Hollywood Fable* (with the National Theatre, 2013).

### **THE ROLE**

Punchdrunk is seeking a Head of Lighting to become an integral part of the running team for *The Burnt City*, working closely with the Production Management and to help maintain and operate lighting on a large scale immersive production. We are looking for a methodical, organised and conscientious individual, with the ability to schedule and delegate work and manage the day to day maintenance of all lighting elements of the production and its infrastructure as well as making sure that lighting operation of the show runs smoothly.

The ideal candidate will be a capable, hands-on team player and will oversee all of the lighting activities that take place in the building which might extend to the show itself - they will be happy to expand and recruit new team members as necessary.

### **EXPERIENCE REQUIRED:**

- Experience managing and scheduling a team.
- Ability to operate and programme GrandMA 2 lighting consoles
- Experience working with multiple timecode tracks and multiple lighting cue lists
- Experience servicing and maintaining moving lights, hazers, smoke machines and generic fixtures
- Experience using and troubleshooting networked lighting elements such as managed switches, DMX nodes and multi-console systems
- Servicing and maintaining practicals including tungsten, LED and custom makes
- High level of attention to detail to ensure the artistic vision of the show is consistently maintained
- Experience working with temporary power installations including distro and dimming
- Experience working at height
- Experience maintaining a consumables stock, budgeting accordingly and planning ahead
- Experience working with external suppliers e.g. hire companies

### **RESPONSIBILITIES INCLUDE:**

- To schedule lighting staff for the requirements of the production.
- To manage the lighting running budget.
- To maintain the lighting equipment to a high standard.
- To keep a good stock of spares and anticipate and parts or equipment the production might need.
- To actively contribute to the effective operation of the Technical Department's work.
- To work with other staff to ensure compliance with all Health and Safety procedures and statutory regulations.
- To work collaboratively with, and have an understanding of, the work of other departments within Punchdrunk
- To take an active role in the maintenance of the site's technical equipment.
- To operate lighting/sound for the show.
- To participate in department administrative and HR systems as required.
- To multiskill where required.

### **PERSON SPECIFICATION:**

#### **Essential**

- Proven experience of working as part of a technical department within a professional theatre environment
- Excellent organisational skills
- Good punctuality and the ability to set an example to others, exhibiting a professional attitude at all times
- The ability to communicate clearly and concisely, understanding and responding to visual, oral and written instructions.
- The ability to work well as part of a team and to be self motivated, work calmly under pressure and acquire new skills when needed
- Safe working practice. Good knowledge of Working at Height Regulations, LOLER, PUWER and general safe working practice in a theatrical and build environment
- A good working knowledge of theatrical electrical practice and theory
- Ability to create and be part of a team, a good communicator ready for a challenge.
- Ability to work evenings and weekends as required

## Desirable

- Experience of working in non-traditional performance venues and/or in Listed Buildings
- An interest in Punchdrunk's work
- Experience of using Vectorworks and Google Office to create, amend and update show paperwork
- IPAF trained with a valid PAL Card
- Experience of using, maintaining and inspecting access equipment including ladders, static and Mobile Elevated Platforms (MEWPS)
- Reading CAD floor plans
- Industry recognised electrical qualifications

## EMPLOYMENT TERMS

- Fixed-term contract (one year)
- TOIL provision
- Pension contribution, following completion of probation period
- 20 days holiday per annum + UK bank holidays
- Place of Work: Punchdrunk's home in Woolwich
- Due to the nature of this role evening and weekend work is required, in line with *The Burnt City* performance schedule
- Up to £40,00 per annum, depending on experience

NOTES TO APPLICANTS If you are called for an Interview you will be required to sign a Punchdrunk Non-Disclosure Agreement in advance of the meeting.

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.

All applicants must be eligible to work within the UK.

HOW TO APPLY To apply, please submit 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.

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.

Please submit your application by email, with the subject "Head of Lighting" to [workwithus@punchdrunk.com](mailto:workwithus@punchdrunk.com) by 12pm on Wednesday 9th February. Shortlisted candidates will be notified shortly after.

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 interview will be given the opportunity to specify any access needs so that appropriate arrangements can be made.

Recruitment timeline:

Deadline for applications: 12pm on Wednesday 9th February 2022

First Interview: w/c 15th February 2022

Contract commences: Monday 21st March 2022