

Job description

Post title and post number	Studio Technician 51302
Organisation advertising Description	School of Languages, Cultures, Art History and Music, College of Arts and Law

Role Purpose

To maintain and develop the facilities and equipment of the Electroacoustic Music Studios, BEAST, and related systems and provide support and supervision to staff and users of those facilities maintaining a high level of user support within the section.

Scope of the Role

Primarily within the Department of Music's Electroacoustic Studios and with BEAST. Occasional work elsewhere within the Department and College depending on availability and need.

Main duties

Studio operation

1. Management of the computer-based systems in the studios — in particular, installing and managing software, preferences and settings, and ensuring the integrity of storage.
2. Assisting, and occasionally instructing, staff, students (undergraduate and postgraduate), and visitors in the application and use of facilities, including computers and computer software. (This may include classroom teaching and demonstration.)
3. Maintenance, fault diagnosis, repair, testing and calibration of professional audio and related equipment in the studios — e.g. recorders, signal processing equipment, computers, storage devices, mixing consoles, microphones, amplifiers, power supplies, etc.
4. Advising the Studio Director on the design, construction and purchasing of equipment and software.
5. Installation of new hardware and software in the Studios.
6. Point of contact for the day to day operations of the Music Studios.
7. Maintaining a safe studio environment and acting as Health and Safety Coordinator for the Studios, reporting to the School Safety Officer and sitting on the CAL H&S committee.
8. Ongoing refitting and upgrading of Studios (hardware and software) in conjunction with the Studio Director.
9. Devising and implementing continual improvements to the studios and studio procedures to aid the compositional environment and workflow.
10. Work closely with College IT in support of a suite of Mac computers, heavily used by Music students.
11. Input into design and support for other specialist studio spaces across the campus, as required.

Administrative and other duties

1. Setting up and running of audio and related hardware installations for public concerts and events, both inside and outside the University, and supervision of others involved in such activities. This primarily concerns BEAST (including off-site events and touring) and electronic music events organised or co-presented by the Department, but may on occasion include support for student recitals, guest concerts, research seminars, conferences, etc.
2. Upkeep of equipment, including undertaking or arranging regular safety testing in line with current university and industry standards. This includes studio equipment, the BEAST concert system, the BEASTdome system in the Dome Rehearsal Room and its associated infrastructure, as well as other technical equipment owned by the department that does not fall under the responsibility of the College, College IT, Estates, or other entities within the University. Where appropriate, this may involve liaising with Bramall Building staff, Estates, etc.
3. To maintain a service schedule of equipment within the department.
4. Maintaining the security of the Studios by liaising with Bramall Facilities Manager and Estates.
5. Administration of Studio and BEAST related email lists, Canvas pages and other communications channels (e.g. Slack); ensuring adherence to data protection laws (with support from Legal).
6. Stock control and ordering of equipment, liaison with distributors and suppliers
7. Keeping inventory of studio and BEAST equipment.
8. Overseeing lending of studio and BEAST equipment to students and staff and maintaining the Studios' bespoke online booking system.
9. Preparation and maintenance of the Studio Web pages, in collaboration with other website editors.
10. Assisting the Director of Performance with the process of recording and editing recitals and making them available for staff, External examiners and students, as required.
11. Time permitting, provide other general technical support within the Department (e.g. for specific modules and research activity), where such support is not provided by other entities within the University.

Any other duties commensurate with the role and the delivery of electronic music within the department

Skills and Experience

Essential:

1. Degree or equivalent in audio production/ engineering, computing and/or related field (e.g. Computer Music, Music Technology, Computer Science, etc.), or substantial professional experience.
2. Extensive familiarity with Apple Mac computer environments (MacOS).
3. Expertise with system management, fault-finding and user skills.
4. Familiarity with other computer environments (Linux, Unix, Windows, iOS, Android, etc.), including command-line tools.
5. Experience with generic programming languages such as Python, or a willingness to learn
6. Practical experience of a variety of software packages for music, including sound editing and processing applications and some experience of domain-specific computer music languages such as SuperCollider, Max/MSP, etc.
7. Experience and understanding of professional audio systems, compositional workflows and recording systems

8. Experience of setting up audio-visual equipment for public performances
9. Experience of computer networking systems and protocols, both general and music-specific ones such as MIDI and OSC.
10. Good fault-finding and diagnostic skills.
11. Availability to work flexible hours when needed.

Desirable:

1. Experience of composing and/or performing electronic/electroacoustic music and familiarity with a variety of electronic music genres
2. Ability to continue self-education in matters relating to music technology and recent developments thereof.
3. Ability to suggest and implement improvements to the studios and studio procedures
4. Ability to work under pressure and prioritise demands of studio users; plus the ability to recognise issues outside the studios which may impact studio practices, including changes to product design, availability and cost
5. Experience of Web publishing, including HTML
6. Knowledge of tools such as Munki and AutoPkg
7. Experience and knowledge of theatrical rigging and related safety procedures, and/or willingness to undertake training in this area.
8. Experience of video presentation systems, particularly in combination with multichannel audio.
9. Knowledge of theatrical lighting systems.