

## THE LAGUNA PLAYHOUSE – Resident Sound Designer & A/V Supervisor

<b>Reports to:</b>	Production Manager
<b>Position Status:</b>	Full-Time, Exempt
<b>Salary:</b>	\$70,000 per year
<b>Application:</b>	Cover letter must accompany resume submission
<b>Starting:</b>	Upon Signature

**About Us:** Laguna Playhouse, a nationally acclaimed, non-profit, professional theatre located steps away from the Pacific Ocean in the charming arts colony of Laguna Beach, CA seeks a full-time Resident Sound Designer & A/V Supervisor. Reporting directly to the Production Coordinator, the Resident Sound Designer & A/V Supervisor shall have sound design, sound engineering and sound operator experience along with being comfortable working with projection equipment as needed.

**About the Position:** The Resident Sound Designer & A/V Supervisor is responsible for maintaining, supervising and executing the implementation of Sound & A/V for all mainstage and youth theater productions. The position will also be expected to design sound for all special engagement performances as well as select Main Stage productions. The position shall also act as Sound Engineer and Front of House Mixer for all Laguna Playhouse productions using the “line by line” mixing style of many Broadway musicals. In addition to attending all production meetings and technical rehearsals, the Resident Sound Designer & A/V Supervisor will provide outside sound designers with plans for the venue and inventory details of all sound equipment. This position will not only be responsible for providing technical support to the full main stage productions, but also to the Education Department, the TYA outreach tours, special events and outside rentals of the venue. Additional compensation provided to the candidate if projections design is needed.

**About the Culture:** The person most successful in this position is a great communicator with an eye for detail who enjoys providing an artistic component to the productions and understands the impact of the arts. The Resident Sound Designer will help take the production department of a vibrant and growing non-profit theater to the next level. The right candidate will thrive in this warm, welcoming and creative atmosphere that embraces individuality and is artistically fulfilling, forward-thinking and dog friendly! The Laguna Playhouse is dedicated to building an equitable environment that is mixed across lines of difference and strongly encourages applications from Black, Indigenous, People of Color, women, transgender and non-binary candidates. Applicants from populations underrepresented in the theater field are strongly encouraged to apply.

### Qualifications:

- Minimum of three years’ educational/professional theater experience in sound design, audio, and video department
- High level supervisory experience and ability to lead a crew
- Proficient programmer on Allen and Heath D live console (currently C3500)
- Ability to troubleshoot, repair and maintain all audio equipment including wireless mics, recording equipment and speaker systems
- Ability to set up and troubleshoot, rig, repair and maintain all video equipment, including: projectors, lenses, cables, and screen surfaces.
- Expert handling of common industry-specific software such as QLab, Wireless Workbench, and Dante, in addition to video and projections software
- Ability to manage shifting and competing priorities, exercise good judgment and discretion and maintain a positive attitude in stressful environments
- Self-motivated, detail oriented, works effectively both within a team and in self-directed situations
- Night and weekend hours required

**Responsibilities:**

- Design, supervise, and execute the implementation of select Laguna Playhouse Mainstage and Youth Theatre sound designs
- Act as Sound Engineer and Front of House Mixer for all Laguna Playhouse Productions including external and internal rental events
- Ability to determine rental or purchase needs from technical riders
- Consult with producers and directors to help implement sound & a/v needs
- Collaborate with electricians, wardrobe, and running crew
- Maintain inventory and upkeep of all A/V equipment and consumables (including elements)
- Work with Production Manager to provide technical support for in house and outsourced equipment repairs
- Prepare orchestra “pit” as needed
- Install and troubleshoot closed circuit video and intercom systems as needed
- Install and network projection equipment as called for by designs
- Install speaker systems

To apply for this position, please send a cover letter and resume to Human Resources under the heading:

**Resident Sound Designer Position Application**

Cover letter must accompany resume submission

[hr@lagunaplayhouse.com](mailto:hr@lagunaplayhouse.com)