



Job: Audio Engineer
Location: Carbondale, Colorado
Position Type: Full Time

Our Audio Engineers enjoy the opportunity to work with innovative and cutting-edge technology on a daily basis. Our engineers are the foundation of the events we build and bring to life. They ensure that each event is flawlessly executed, and work with the rest of the team to set up and strike each event in a timely manner. At SIX Productions, customer satisfaction is our highest priority, our engineers play an integral part in establishing a positive relationship with each of our clients.

Our Audio Engineers are responsible for intermediate level setup and operation of medium to large projects across all disciplines (live concerts, exhibits, special events, corporate meetings, weddings, live shows, experiential marketing and trade shows), as well as providing professional guidance to less-experienced members of the team.

The successful candidate is confident, assertive and capable of multi-tasking and meeting demanding deadlines. Candidate must be a proactive, independent worker who can thrive in a fast-paced environment. Candidate must be able to work independently or as part of a team and must have the ability to give direction, delegate, and have a high sense of detail and organization.

Key Job Responsibilities:

Design, configure, build and operate modern audio systems for:
(live concerts, exhibits, special events, corporate meetings, weddings, live shows, experiential marketing and trade shows)

- Engineer both Front-of-House and Monitor mixes
- Interface with full-time and part-time staff, clients and vendors
- Build systems and equipment
- Manage equipment at warehouse facility
- Troubleshoot and repair systems and equipment
- Setup and operate lighting, audio, video, staging, power, backline, etc.

Customer Service:

- Provides excellent service and strives to exceed the expectations and needs of internal and external customers
- Maintains a positive relationship with all clients through effective communication
- Meets with clients on site to ensure that their needs are met and the equipment setup is working properly
- Monitors events and checks in on clients throughout the day
- Understands and fosters the hospitality/client relationship
- Is a leader, mentor and coach for other Engineers

Systems Knowledge

- Understands company processes, follows procedures and completes systems entry and paperwork accurately
- Uses the equipment sheets to determine the equipment scheduled for set up and for strike
- Interacts with other staff and outside vendors for equipment
- Increases revenue by utilizing floor up-selling techniques
- Work with clients to finalize invoices and change orders
- As needed, works within SIX systems and applications like IntelliEvent, Humanity, QuickBooks. Etc.

Job Qualifications:

- Minimum of 5-10 years of related experience in audio engineering, live events, weddings, concerts, backline
- Knowledge of lighting, video, staging systems is a plus
- Working knowledge of major audio consoles (M32, QL5, Avid Profile)
- Experience with rigging equipment and practices including (but not limited to):
 - Chain motors, box truss, rigged and ground supported structures
 - Detailed knowledge of power distribution from shore or generator
 - Ability to drive up to 24ft box trucks (non-CDL)
- Demonstrate a working knowledge of current code, production procedures and materials, and installation methods unique to our business
- Ability to read and interpret technical drawings
- Excellent professional written and verbal communication skills to effectively communicate with personnel, venue staff and clients when needed
- Excellent working knowledge of windows and google based computer systems and software including Microsoft Office, Google Suite, Humanity, IntelliEvent, Quickbooks
- Experience with estimating and project management software is a plus
- Ability to travel up to 50% may be required

Competencies:

- Leadership
- Financial Acumen
- Collaboration
- Drives Quality Results
- Manages Expectations
- Situational Adaptability