

Maintenance Shop Audio Engineer Job Description

Scope of Responsibilities

Maintenance Shop audio engineers are responsible for the setup and operation of all venue sound reinforcement and lighting systems utilized during scheduled concerts and events. Working in a fast paced and demanding environment, the audio engineer is to work with bands/artists/performers to efficiently set up equipment, run sound checks, and mix audio for the performances. Each act that comes through the Maintenance Shop is different and the complexity and range of responsibilities vary from show to show. The audio engineers report to and work directly with the Memorial Union Entertainment Programs Coordinator.

Specific Duties

- Mix live sound for local and touring bands / artists
- Monitor audio levels to be pleasing to the audience
- Maintain safe audio levels as to not damage equipment
- Communicate with bands and tour managers onsite to fulfill their audio needs
- Work with band's FOH engineer when one is provided and assist where needed.
- Set up and tear down all audio equipment needed for a show
- Place mics, run cables, and position monitors in an organized fashion to maximize stage space
- Conduct efficient and meaningful sound checks
- Monitor space during shows keeping in mind safety and security
- Keep the space clean and organized
- Maintain audio equipment in working order
- Perform opening/closing duties for the space
- Coordinate with other Maintenance Shop manager and student employees
- Train under current engineers until comfortable enough to run shows solo
- Punctual arrival for all scheduled work times
- Work in a professional manner as a representative of Iowa State University
- Follow all university and Maintenance Shop policies and procedures
- Perform well with minimal supervision
- Perform other duties as assigned

Minimum Qualifications

- Must be an Iowa State student
- Have at least 3 semesters left at ISU
- Have a GPA of at least 2.0
- Have some technical proficiency / sound reinforcement knowledge
- Have a good “ear” for what a live band should sound like
- Excellent interpersonal skills
- Flexible schedule (dates of shows completely vary)
- Customer service experience
- Good work ethic
- Problem solving skills
- Effective communication skills / willingness to work as part of a team
- Handle stressful situations effectively
- Able to lift 50lbs and be able to be on your feet for hours at a time

Preferred Qualifications

- Previous work experience at a music venue or in audio engineering
- Experience with a variety of analogue and digital sound boards
- Familiar with amps, pedals, drums, and other musical items / instruments
- Familiar with different types of vocal and instrumental mics and their pickup patterns
- Have specifically used a Yamaha M7CL digital console
- Experience with outboard effects (compressors, gates, reverb, delay) and gain structure
- Have 2 or more years at Iowa State left

Once hired, training will begin as soon as possible in the form of shadowing current audio engineers for shows. The amount of time needed to train will depend on previous experience and how quick of a learner the candidate is. Once the candidate has completed enough training and is familiar with the system, they may begin to work shows on their own. At maximum, the audio engineers work 20 hours per week per Iowa State employment policy. Typical tech hours are 5pm to midnight, but vary based on show time and size of band. After being hired as a trainee, the position may be terminated at any time if it is not a good fit for the Maintenance Shop.

Please send applications/resumes to mshoptechs@iastate.edu