THE ALBANY theatre

April 2024

ROLE OVERVIEW	
Title:	Deputy Technical Manager
Department:	Technical
Reporting to:	Technical Manager
Key Relationships:	 Artistic Director and Chief Executive Paid staff, volunteers and trainees
	SuppliersVisiting companies
Hours:	37.5 hours per week fully flexible averaged over a rolling 17-week period
Direct Reports:	Currently up to 3
Job summary:	 Health and Safety implement, maintain, promote and comply with company Health and Safety Policies and Risk Management Systems at all times, maintaining the safest possible environment for colleagues, Visiting Companies and customers support the Technical Manager in promoting a strong health and safety culture at The Albany, leading by example
	 Technical deputise for the Technical Manager when required assist the Technical Manager in managing all aspects of Events held in any Venue at the Albany Theatre within agreed schedules and budgets carry out any practical work when required to deliver events, from show fit-ups to operating sound and lighting equipment or stage management to the highest professional standards assist in or lead the efficient scheduling of technical staff and volunteers to service the operational needs of The Albany Theatre at any time
	 Property, Building, Maintenance working with the Technical Manager ensure the building and equipment is maintained to the highest standards at all times manage venue inspections, services and maintenance visits
	 Development and Training assist in the development of a skilled, cohesive, and motivated team of paid staff and volunteers by ensuring high standards of recruitment, communication, development, and training, delivered personally where required

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	 General contribute to the development of long-term plans to upgrade the Albany Theatre's technical provision support the continuous improvement of departmental policies and practices, encouraging the appropriate involvement of all paid staff and volunteers take a leading role in providing meaningful management information and maintaining reporting systems as required
Systems Knowledge:	 use in-house systems and resources to manage workload keep up to date with industry technological developments, working practices, and evolving regulatory or legislative requirements use your developing knowledge to drive improvements
Personal development:	 take responsibility for personal development and agree a personal development plan with the Technical Manager recognise personal skills and knowledge "gaps" and identify and undertake training to address them
Ad-hoc tasks:	From time to time, ad-hoc but specific tasks will be assigned by the Technical Manager, to be completed to the agreed standard and timescale

Person Specification: (E) = Essential (D) = Desirable

H&S

• good knowledge of Health & Safety requirements, including a working knowledge of related legislation, with relevant qualifications(E)

People

- excellent personal and intrapersonal skills (E)
- experience of and the ability to organise, support and inspire paid colleagues, trainees and volunteers of different abilities and ages (E)
- experience of working with and supporting creative teams and external theatre designers
 (E)

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Personal

- calm working under pressure with a 'can-do' attitude to work (E)
- committed to the continuous improvement of working practices (E)
- the ability to manage your workload effectively and be self-supporting, whilst integrating and liaising effectively with a team (E)
- a good knowledge of and passion for theatre and the performing arts (E)
- good verbal and written communication skills (E)

Experience

- a minimum of 4 years' experience working in a busy, multi performance space venue (E)
- experience in mixing audio and sound production design, e.g. for bands and musicals (E)
- thorough knowledge and experience of current stage and rigging techniques (E)
- ability to record technical information via production meetings with external hirers (E)
- a sound understanding of Microsoft office products (E)
- previous technical stage experience of working in a producing or presenting theatre (D)
- practical experience in scenic construction including metal work and carpentry skills (D)
- strong understanding of MAC OS and Qlab software (D)
- a good understanding of Cad software both compiling and interpreting (D)
- experience of running video projection software (D)