

Position Title: Principal Audio Engineer

Responsible to: Studio Manager

Team Membership: Recording Studio Team

## **Position Purpose**

The Principal Audio Engineer performs a critical function in NZSO's commercial recording studio located within the Wellington Town Hall, responsible for all technical aspects of the studio and its operation. The Principal Audio Engineer will hold extensive end-to-end experience in both symphonic and screen scoring projects in a variety of capacities, with excellent planning and relationship management expertise, and a collaborative work practice. As the sole permanent engineer for the studio, depending on the project they will work independently on small-scale projects, lead a team of engineers and operators for large and complex projects, and enable guest engineers and producers. Working closely with the Studio Manager, they will ensure that the final product meets the client's budgetary and creative expectations and ensure that the client's experience of working with the studio is exceptional.

Key accountabilities	Deliverables/Outcomes
Audio Engineering	<ul> <li>End-to-end planning of recording projects with client and stakeholder management at the centre.</li> <li>Key responsibilities including - advance planning; team fixing; overseeing pack in and setup; session prep and management; troubleshooting; pre-mix; Pro Tools record session setup including templates; click track and picture setup; console and channel setup; talk-back and vision setup; remote workstream setup, file management etc.</li> <li>Thorough understanding of audio team roles, responsibility and best practice workflow for large scale scoring projects</li> <li>Move between small and large team projects with ease, adapting own role from chief engineer to PT operator or otherwise as required.</li> <li>Work closely with the Studio Manager to devise effective systems and protocols for studio operation and workflows</li> <li>Devise and oversee a system of regular maintenance and testing to ensure studio equipment and software is fully functional, up-to-date, and configured for optimal performance.</li> <li>Keep up-to-date with advancements in audio technology and industry trends and, where appropriate, attend, contribute, and participate in events to enable advanced learning.</li> </ul>
Client & Stakeholder	Communicate clearly and professionally with clients and understand their
Management	vision, expectations, and preferences - creating a positive and professional end-to-end studio experience from initial meetings to product delivery, and post project follow up.  Work closely with creative teams and other studio personnel to achieve the
	<ul> <li>desired sound and workflow style required.</li> <li>Support the Studio Manager with initiatives to identify and secure commercial clients and projects.</li> </ul>

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	<ul> <li>Support studio initiatives such as student internships, VIP guest visits and demos, networking or promotional events, etc.</li> </ul>
Project Management	<ul> <li>Support the Studio Manager to ensure recording projects are completed ontime and on-budget with clear communication throughout internally and externally.</li> <li>Contribute to Risk Assessments as required.</li> </ul>
Team Membership	<ul> <li>Attend team, staff and company meetings and other meetings and activities as required, contributing to the cohesion and cooperative efforts of the Development and Commercial Team and the NZSO as an organisation.</li> </ul>
Health and Safety (for self)	<ul> <li>Work safely and take responsibility for keep self and colleagues free from harm.</li> <li>Report all incidents and hazards promptly and know what to do in an emergency</li> <li>Cooperate in implementing return to work plans and contribute to a safe and healthy workplace for all NZSO staff</li> <li>Be aware of and follow all requirements in the Health and Safety and Personnel Manual policies and procedures.</li> </ul>

Person Specification		
WQ	<ul> <li>Demonstrable and extensive experience as an Audio Engineer in a professional studio setting, leading a range of projects including large ensemble and orchestral recordings including scoring for film and games.</li> <li>Demonstrable experience of complex recording projects requiring high-speed workflows and multiple stakeholder management.</li> <li>Excellent communication and interpersonal skills.</li> <li>Ability to work under pressure and meet tight deadlines.</li> <li>High attention to detail and strong creative vision that can successfully integrate client and artist input.</li> <li>Ability and interest to build enduring professional relationships.</li> </ul>	
Knowledge and Skills	<ul> <li>Advanced proficiency in, and a high level of understanding of:</li> <li>AVID Pro Tools and other DAW setup and operation.</li> <li>Complex studio architecture including IP based media infrastructure and the integration of multiple systems.</li> <li>Audio capture and mixing technique appropriate to a wide range of music and styles, with the ability to read, follow and understand orchestral scores.</li> </ul>	

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