Scenic
Employees assist in the construction, alteration, painting, installation, disassembly, and trucking of theatrical scenery for A.R.T. productions and affiliated events. Hours will vary by need, but are typically based around a 40-hour work week. Work calls may be to various venues, including the A.R.T. Scene Shop or the company warehouse. Employees will work as part of teams led by a staff carpenter, or directly with the ATDs or TD.

Applicants ideally have familiarity with theatrical terms and stage directions, basic carpentry experience, ability to lift 50 pounds, and comfort working at heights if needed. Tooling and safety equipment is always provided at the worksite, but closed-toe shoes are required and safety toe is preferred.

Stage Crew
Employees assist in all aspects of stage operations, including construction, configuration, loading, maintenance, and strike of automated and custom counterweight rigging and scenery systems. Skills necessary include basic carpentry, power and hand tool use, rope/knotwork, heavy lifting/materials handling, backstage protocols/nomenclature, cleaning/organization, and a diplomatic and calm demeanor. Employees should be comfortable working at heights, on ladders, and using personnel lifts. Hours can include significant overtime, early mornings, late nights, with frequent and sometimes last-minute changes to the work schedule.

Properties
Employees assist in acquiring, fabricating, altering, painting/staining, setting up, storing, and disposing of props for A.R.T. productions, transfers, and tours under the supervision of the properties staff. Hours may include overtime and weekends.

Applicants must have some props experience and skills such as carpentry, sewing, upholstery, shopping, crafts, painting, Photoshop, and Microsoft Office. Additionally, the position necessitates lifting, bending, stooping, and lifting at least 50 pounds, and applicants should have experience with shop equipment and supplies. Driver’s license preferred.

Costumes
*Overhire Stitcher*
Employees assist in the construction, alteration, and maintenance of costumes for various A.R.T. productions as specified by the lead costume shop personnel. Hours occasionally include Saturdays and overtime.
**Overhire Dresser**
Employees assist with pre-set, maintenance, post-show, and laundry of costumes for various A.R.T. productions as specified by the Wardrobe Supervisor. Dressers also assist actors with all aspects of dressing, including quick changes. Hours are Tuesday through Sunday and involve extensive overtime during technical rehearsals.

**Overhire Wig Runner**
Employees assist with pre-set, maintenance, styling, and post-show of wigs for various A.R.T. productions as specified by the Wardrobe Supervisor. Wig Runners also assist actors with all aspects of wig application, including quick changes. Hours are Tuesday through Sunday and involve extensive overtime during technical rehearsals.

**Electrics**
Employees assist in the hanging, circuiting, focusing, and striking of lighting and projection fixtures for A.R.T. productions and presentations, as directed by staff personnel. Hours may include nights, weekends, and overtime.

Applicants must have a basic knowledge of how to hang and circuit a lighting fixture and the proper safety precautions when doing so, including the standard theatrical knots used in this industry. Applicants must be able to lift 50 pounds and should be comfortable climbing ladders and working at heights. Data signal flow, troubleshooting, maintenance, and equipment repair skills, working knowledge of EOS Family consoles and projections software, and driving box trucks a plus. Applicants are expected to come to calls dressed appropriately, and with the basic tools associated with the job including, but not limited to: adjustable crescent wrench, flashlight, headlamp, work gloves, closed-toed shoes, and a multi-tool.

**Sound**
Employees assist in the installation, fine-tuning, operation, maintenance, disassembly, and short- and long-term storage of the various production elements related to sound for A.R.T. productions and presentations, as specified by the lead sound personnel. Hours include weekends and will often involve substantial overtime.

Applicants must have basic understanding of sound signal flow, troubleshooting and equipment repair skills, and the ability to lift 50 pounds, and should be comfortable climbing ladders and working at heights. Additional experience with live mixing, A2-ing, working with musicians, and/or rigging is a plus.