TITLE: EVS Engineer

DEPARTMENT: Engineering

JOB LOCATION: Remote

REPORTS TO: EVS Manager

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POSITION OVERVIEW:
The EVS Engineer will assist in managing technical and file-based workflow projects for Game Creek Video's clients. He/she will work closely with clients to develop efficient file-based workflow solutions and support the engineering team's EVS skill development. The EVS Engineer will also work with EVS systems in the Hudson, NH office to troubleshoot issues, perform system upgrades and setups, and assist in apprentice skill development.

5 KEY RESULTS THAT DEFINE SUCCESS IN THIS JOB:
- Efficient Problem Solver
- Team Collaboration
- Technical Proficiency
- Client Satisfaction
- Process Improvement

JOB RESPONSIBILITIES:
- Ability to quickly and effectively troubleshoot and resolve engineering EVS problems
- Assist in managing technical and file-based workflow projects for events
- Participate in show pre-planning to identify client needs and ensure specifications are met
- Help drive the planning process for projects by implementing workflow requirements.
- Demonstrated success in working collaboratively with engineering staff and other departments to achieve project goals
- Serve as a technical resource for the engineering and Hudson-based teams
- Act as a point of contact for engineering EVS problems
- Work with engineering staff to understand troubleshooting and implement solutions
- Communicate clearly with engineering staff when troubleshooting issues
- Maintain a high level of technical expertise in broadcast technology, particularly in EVS workflows
- Actively participate in the resolution of technical emergencies as needed
- Ensure client needs are met and exceeded, leading to strong, long-lasting relationships

- Identifying and implementing enhancements to file-based systems management for increased efficiency and effectiveness.

JOB REQUIREMENTS:
- Basic knowledge of broadcast technology and broadcast equipment
- Basic computer/IT skills, including a thorough understanding of networking, subnets, and IP configuration
- Proficient with EVS Workflows and, IT/Networks in GCV mobile television units
- Proficient in the maintenance and troubleshooting of EVS servers, IP Directors, and Xfile machines
- Strong communication and teamwork skills
- Ability to deliver top-notch customer service and ensure client expectations are met/exceeded
- Work quickly and accurately in a fast-paced environment
- Must have a high level of self-motivation and technical aptitude

MINIMUM QUALIFICATIONS:
- 1-2 years of experience in remote broadcast engineering or a similar industry
- BA/BS in Engineering or other advanced technical degree preferred
- Knowledge of various broadcast equipment
- Willing and able to travel extensively and flexibly
- Airline travel required; possess or be willing to acquire a U.S. passport
- Participate in client-requested background checks when assigned to shows that require it

PHYSICAL JOB REQUIREMENTS:
- Must be able to work shifts that typically last 12 - 15 hours but could extend up to 20 hours
- Must be able to walk or stand up to 8 hours at a time
- Ability to bend, squat, kneel on both knees, and climb stairs frequently
- Ability to lift up to 50-75 lbs. frequently
- Ability to carry 50 lbs. a distance of 50 feet occasionally
- Ability to pinch (10 lbs.) and grip (50 lbs.) related broadcast equipment
- Must be able to maintain a position within a space 3.5 - 4 feet tall for up to 1 minute, occasionally
- Ability to horizontally transfer 40 lbs. on a push-pull cart up to 50 feet
- Ability to vertically transfer 50 lbs. on a push-pull system with upper extremities only from 4.5 – 6 feet
- Ability to ascend and descend a ladder

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