

American Repertory Theater Production Overhire

The A.R.T. Production Departments are always accepting applications for overhire labor. Resumes are kept on file for reference and names are added to our call list for contact as needed. Demand for these positions varies from production to production and from season to season. Positions vary in terms of both required experience and length of commitment. We welcome applications from people with transferable skills developed in other industries; many positions do not require previous theatrical experience. If interested, please email your resume to ProductionJobs@amrep.org, and include the departments you're interested in working for in the body of the email. All positions pay a minimum of \$20 an hour, with certain skills receiving a premium above that.

Scene Shop

Employees assist in the construction (steel and wood), alteration, painting, installation, disassembly, packing, 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 and may include overtime. Work calls may be to various venues, including the A.R.T. Scene Shop or the company Warehouse. Employees may work as part of a team led by a staff member, or be given instruction to work independently.

Applicants will be asked to pick up a familiarity with theatrical terms and stage directions while onsite. Applicants may be asked to lift up to 50 pounds and work at heights (lifts, scaffold, ladders, and in our grid). Please indicate when applying if you have access needs that need to be met in order for you to consider this position. Tooling, safety equipment, and training on both is always provided at the worksite; applicants are also able to bring appropriate personal tools if they prefer. Closed-toe shoes are required in all venues 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 possess 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/or 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.

Craft Room Assistant.

Employees assist in the construction, alteration, and maintenance of costumes pieces as specified by the lead Crafts Artisan. Task may require skills of hand and machine sewing, pattern making, fabric painting and ageing, soft sculpture, jewelry, millinery, and leather work. 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 assisting actors with costume 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, as well as working knowledge of EOS Family consoles, projections software, and driving box trucks are 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, close-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 a basic understanding of sound signal flow, troubleshooting and equipment repair skills, 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.