Job Title: Part-time Events Crew – Multiple Openings

Remuneration Paid

Apply By Date August 1, 2016

<u>Contact Information</u> Carrigan Cassidy Coordinator, Project Management: ccassi@uwo.ca

Description

USC Events Department

The University Students' Council is seeking enthusiastic individuals to fill the roles of Parttime Event Crew for the 2016/2017 school year. USC Events is responsible for setting up Audio Visual equipment and furnishings for a range of student events throughout the year, from speeches and conferences to concerts, formal events, and theatrical productions. If you're interested in learning about what goes on behind the scenes at campus events, this could be the job for you!

Job Duties

- Setup/Strike of equipment, tables, chairs, cabling, décor, barricade etc.
- Operation of speakers, mixing consoles, microphones, projectors, screens, lights and a variety of other AV Equipment
- Heavy lifting (must be able to lift at least 50lbs)
- Other duties as assigned

Qualifications

- A positive attitude and a willingness to learn new things
- Highly adaptable
- Strong communication skills and the ability to work within a team
- Reliable and punctual
- Involvement in high school theatre or media is an asset

As part of the University Students' Council, we are a student friendly organization. Please contact us if you are interested in being involved with the events we host, we look forward to hearing from you. Please submit a resume to ccassi@uwo.ca.

Compensation

• \$11.80/hour, 4-15 hours/week, hours vary, daytime/evening/weekend/nights

* Must be available for training in August (likely the last weekend) and to work beginning the week of O-week

** Green patch Steel Toe shoes are required as per OHSA guidelines (we reimburse you for half your purchase up to \$50).

Unfortunately, because of the volume of applications we receive, we aren't able to give status updates, but if you are invited for an interview, you will generally be contacted within 1-2 weeks of submitting your application.