

POSITION: MASTER CARPENTER  
REPORTS TO: Production Manager  
COMPENSATION: \$ 22.50 hourly  
STATUS: Hourly Non-Exempt  
START DATE: ASAP

#### ABOUT THE POSITION

We are currently seeking a Master Carpenter to be a mid-season replacement and lead the scenic team to complete the builds for our upcoming productions of *King Hedley II* and *Misalliance*.

#### ABOUT THE ROLE

We are looking for a person to lead an in-house build of the sets for our remaining two productions this season.

Here are some key dates:

King Hedley II by August Wilson

Paint Elevation and Final Scenic Design: available upon hiring

Begin Build: ASAP

Tech: 3/26th & 3/27th

Dress: 3/28th - 3/30th & 4/2nd

Previews: 3/31st, 4/3rd - 4/5th

Opening: 4/6th

Strike: 4/29th

Misalliance by George Bernard Shaw

Final Scenic Design: 3/12th

Final Paint Elevation: 3/25th

Begin Build: 3/26th or 4/2nd

Tech: 5/7th & 5/8th

Dress: 5/9th - 5/11th & 5/14th

Previews: 5/12th, 5/15th - 5/17th

Opening: 5/18th

Strike: 6/10th

#### ABOUT THE COMPANY

A Noise Within (ANW) is a leading regional producer based in Pasadena, CA. ANW's award-winning resident company presents world-class theatre at their state-of-the-art, 324-seat performing space. This venue, established in 2011, has allowed ANW to expand its audience, surpassing its previous box office and attendance records each year. In addition to producing world-class performances of classic theatre, the organization runs robust education programs committed to inspiring diverse audiences of all ages. Helmed by Producing Artistic Directors Geoff Elliott and Julia Rodriguez-Elliott, who hold MFAs from San Francisco's American Conservatory Theatre, A Noise Within truly delivers CLASSIC THEATRE, MODERN MAGIC.

#### COVID PROTOCOL

SCR highly recommends all employees be fully vaccinated and remain up to date with CDC recommended boosters.

TO APPLY

To be fully considered for the position, please submit your resume and 3 references to [production@anoisewithin.org](mailto:production@anoisewithin.org)