

W W W . O C E A N E X P L O R A T I O N T R U S T . O R G

# **Video Engineer**

Freelance Contract Opportunity

Status: Contract Seasonal, As Needed Compensation Type: Contracted Day Rate Benefit Eligible: No Reports to: Video Operations Manager Location: Onboard Exploration Vessel Nautilus, Worldwide Contact: careers@oet.org

The Ocean Exploration Trust is seeking an experienced **Lead Video Engineer** freelancer to support ocean exploration and research aboard Exploration Vessel *Nautilus.* Assignments range from about 1 to 3 months throughout a five to sevenmonth annual field season.

## **Ocean Exploration Trust**

The Ocean Exploration Trust (OET) is a 501(c)3 founded in 2008 to *explore* the ocean, seeking out new discoveries in the fields of geology, biology, maritime history, archaeology, and chemistry while pushing the boundaries of science, technology, engineering, and mathematics *education* and technological *innovation*. The Nautilus Exploration Program centers on scientific ocean exploration launched from aboard the 64-meter Exploration Vessel *Nautilus*, supported by state-of-the-art Remotely Operated Vehicles (ROV) and telepresence technologies on board and ashore that are used to advance ocean exploration. For more information, visit <u>www.nautiluslive.org</u> and <u>www.oet.org</u>.

#### **Position Overview**

Lead Video Engineers are typically on board for four to twelve weeks at a time. They lead a team of three total onboard engineers, and report to the shoreside Video Operations Manager. Applicants must have proper authorization to work in the US and have a current passport and no travel restrictions.

The Lead Video Engineer's responsibility is to ensure the proper operation of a complex video system that delivers content throughout the vessel, while generating critical deliverables of multiple satellite streams and recording numerous channels of video and

audio. They must perform the following duties in close collaboration with the rest of the science and operations team:

## Primary Responsibilities:

- Operation, maintenance and troubleshooting of the entire system and its components, including Sony Video Router, Cinedeck Video Recorders, RTS Broadcast Intercoms, radios and radio interfaces, complete signal path, audio processing and related equipment
- Use troubleshooting techniques to identify, isolate and resolve equipment issues. This includes accurate record keeping and logging of activities.
- During ROV operations, you will be required to stand a minimum of two four-hour shifts per calendar day.
- During ROV Dives and Mapping Operations, you will complete mandated operational checklists to verify that systems are in the correct state. You will be responsible for system operation during your assigned watches, and will log and report all system discrepancies.
- Operate ROV Cameras during dives in coordination with the ROV Pilots and others.
- Participate in mission discussions via broadcast intercoms that are recorded and transmitted to shore and the general public.
- May occasionally be required to assist other Video Engineers or Video Interns for short periods outside of your assigned watch to address issues that compromise the ability of the video system to perform its operational functions
- Assist shipmates in learning how to operate various components of the system as required for them to perform their jobs.
- Ensure the Video Interns meet their educational objectives and provide mentoring and guidance to them so as to provide the maximum benefit of their internship.
- Serve as a point of contact for shipmates who have technology requirements related to their work.
- Utilize critical thinking, problem solving, analytical and observational skills to support real world applications of video engineering.
- Responsible for the assignment of watches, the onboarding and orientation of other engineers and interns, and acting as the shipboard department head in meetings and other interactions with other departments and the Expedition Leader.
- Responsible for the overall system health, and clearly communicating with other departments and our partners about the video system and operations.

#### Must be able to:

- Understand a sophisticated system from a high-level so as to quickly resolve issues and craft solutions
- Deploy at sea for up to 90 contiguous days
- Be physically and mentally capable of meeting the demands of living and operating aboard a working exploration vessel, and must be able to live in close quarters with other expedition team members (including a shared two-person stateroom)
- Maintain a pleasant and professional demeanor under challenging conditions

#### Skills required:

- Operating and programming various video routers, switchers, intercoms, recorders and ancillary equipment
- Training other engineers and technology novices to operate video router control panels, intercom keypanels, KVM Switches and other equipment
- Mentoring and training video engineering interns
- Expert level troubleshooting
- System documentation
- Mac and PC high level functional skills
- Strong team player with a proactive, service-oriented attitude
- Ability to work collaboratively with an international, multidisciplinary, diverse team of engineers, scientists, educators, and students
- Possess strong creative, analytical, and problem-solving skills
- Excellent multi-tasking and time management skills
- Excellent management and interpersonal skills
- Excellent verbal and written communications
- Excellent analytical and organizational skills

#### Preferred Qualifications & Experience:

- Remote Truck or mobile production experience
- SBE or SMPTE Member
- Resistance to motion sickness

# Works closely with the following team members (or their senior delegates on board):

- Video Operations Manager
- Freelance Video Engineers
- Video Engineering Interns
- Shipboard Data Engineer
- ROV Lead

- Expedition Leader
- Lead Navigator and/or Mapper
- Science Manager
- Communications Manager

To APPLY: Please submit a cover letter and resume to <u>careers@oceanexplorationtrust.org</u>. Position open until filled.