

Position: Production Director

Reports to: Full Time

Supervises: Senior Production Director/Campus Pastor

Classification: Production Serve Staff and Contractors

Purpose

Execute the programming for weekend services of an Eleven22 campus. Lead, develop, and train audio, video and lighting Serve Staff. Coordinate and maintain the campus's technical equipment. Coordinate, assist, and schedule Serve Staff/Contractors for non-service events.

Education

- High School Diploma
- Bachelor's Degree Preferred

Experience

- Minimum of 2 years of Directing AVL in a ministry environment.
- Minimum of 3 years of audio, lighting, and video production work.
- Must know production programs such as: Pro Presenter, Planning Center Online, Church Community Builder, Basecamp, etc.
- Working knowledge of both Windows and Mac operating systems.

Key Responsibilities

- Review/Evaluate ministry environment and identify problems, concerns, and opportunities for improvement at campus.
- Provide technical knowledge in purchasing and maintaining AVL equipment at campus.
- Manage video stream at campus for all services.
- Disciple team members and encourage/develop growth both spiritually and in their respective technical areas
- Call shots and lead the technical team through services and events at campus.
- Detail oriented communication and documentation for review and evaluation.
- Coordinate and review all media for weekend services and non-service events.
- Weekly programming of lighting and media content.
- Scheduling, training, and developing serve staff for weekend services and non-service events.
- Weekly review of services at campus, using a critical eye to evaluate experience.
- Manage Campus Production Budget

Measurements of Success

- Model the Church of Eleven22's mission, vision, and core values
- Ability to maintain strict confidentiality

- Ability to adapt to change
- Strong proactive communication skills
- Making of Disciple making disciples
- Strong communication (verbal and written) and interpersonal skills