THEATRE

JOB DESCRIPTION

<u>TITLE</u>: **Costume Shop Assistant** <u>DATE</u>: Jan. 2019, 10 -12 weeks. Part time.

DEPARTMENT: Production / Costume Shop REPORTING TO: Costume Shop Manager

<u>PURPOSE OF POSITION</u>: To provide assistance and support to the Costume Manager and Costume Shop, by means of product research, shopping/ordering, returns, borrowing and rentals, show related paperwork and preparations for the builds of Romeo & Juliet and Urinetown.

MINIMUM REQUIREMENTS:

- * Three years theatrical costume experience or education.
- * Familiar with costume materials/products and terminology
- * Ability to search products and shop online
- * Proficient in Microsoft word and Excel
- * Valid Driver's License.

SKILLS REQUIRED:

- * Work independently to track information from fitting notes, sort into related working notes or show paperwork.
- Ability to place and monitor purchases, schedule pick-ups and returns, return dates and vendor relationships.
- * Efficient time management with ability to multitask under reasonable time constraints.
- * Ability to work as a team member and maintain a pleasant attitude
- * Maintain positive relationships with other theatrical entities, suppliers and vendors while representing ACT.
- * Ability to lift, push, or maneuver up to 50 70 lbs. repeatedly either alone or with assistance from others.

MAJOR RESPONSIBILITIES:

- Responsible pricing/sourcing of materials and items as requested by Costume Manager
- * Assist as needed in transportation and shopping.
- * Assist as needed in design assistance by pulling, borrowing or purchasing costume items in consultation with Costume Designer/Costume Director.
- * Track receipts and purchases
- * Computer data entry in recording of costume pieces and purchases.
- * Attend meetings, tech rehearsals as needed and note taking as requested.
- * Assist with costume loans and rentals.
- * Perform other show or costume shop related tasks as assigned by Costume Manager

Send cover letter and current resume to: Amanda.mueller@acttheatre.org