



JOB INFORMATION

Job Code	BB32C
Job Description Title	Broadcast Engineer III
Pay Grade	AT08
Range Minimum	\$58,450
33rd %	\$74,040
Range Midpoint	\$81,830
67th %	\$89,630
Range Maximum	\$105,210
Exemption Status	Exempt
Approved Date:	11/14/2024 11:43:09 AM

JOB FAMILY AND FUNCTION

Job Family:	Athletics
Job Function:	Athletics Video Productions

JOB SUMMARY

The Broadcast Engineer III assumes advanced responsibility for the technical operations of on-air production systems. This includes leading the repair, installation, and maintenance efforts for audio, video, and IT equipment across production facilities and broadcast infrastructure. Actively ensure operational continuity through comprehensive equipment oversight, direct event support, and extensive collaboration with external production teams. Responsible for enforcing strict adherence to broadcast standards and providing direct mentorship and guidance to student and TES workers, demonstrating leadership in technical expertise and problem-solving.

RESPONSIBILITIES

- Leads the technical support for critical and on-air production systems. Ability to back-up or assist non-critical systems and IT and PC gear, including installation, problem correction, removal/replacement, or other tasks as necessary to ensure the continuation of on-air transmission.
- Leads the repair, calibration, and installation of audio & video broadcast/IT equipment. This includes equipment within the production facilities such as control rooms and athletic venues (cameras, switchers, audio mixers, multi-viewers, intercom system, monitors, graphic equipment, server/playback, etc.) and related supporting infrastructure in War Eagle Production facilities (Video routers and IP Networks, RF/fiber transmission, tally, signal processing gear, etc.). Depending on your location, maintenance/repair of broadcast equipment (field cameras, mixers, microphones, lights, etc.) may be required.
- Documents quality standards, system anomalies, operational procedures, reference materials, and project work. Ensures sufficient inventory of parts and technology supplies, working with War Eagle Production management to order and track inventory.
- Leads and participates in equipment transport, set-up, operation, and breakdown. Serves as gameday point of contact for outside production trucks. Assists as needed with the official SEC Network instant replay system. Oversees live stream or broadcast of post-game and weekly press conferences.
- As an event-day crew member, responsible for oversight of student and TES staff assigned to each event.
- Leads multiple aspects of Auburn Athletics videoboard and digital live production for SEC Network broadcasts. Positions worked could include but are not limited to EIC, V1, E2, A1, A2.
- Responsible for training and mentoring students in standard operating procedures (SOP) and best practices.
- Manages all aspects of the production of live regular-season linear events in a collegiate setting according to required standards, protocols, and specifications. Functions in a variety of roles depending on skillset, schedule, and desired outcomes. Includes leading/supervising staff in all aspects of production. Positions worked could include by are not limited to EIC, V1, E2, A1, and A2.
- Creates training programs and processes for V1, E2, A1, A2.
- Assists with the hiring of TES employees and manages the hiring of students into the War Eagle Productions Student Program.

RESPONSIBILITIES

- May be responsible for supervising others when working with linear ESPN events.
- Complies with all applicable National College Athletic Association (NCAA) and Southeastern Conference (SEC) regulations in the performance of job duties.

SUPERVISORY RESPONSIBILITIES

Supervisory Responsibility May supervise employees but supervision is not the main focus of the job.

MINIMUM QUALIFICATIONS

To be eligible, an individual must meet all minimum requirements which are representative of the knowledge, skills, and abilities typically expected to be successful in the role. For education and experience, minimum requirements are listed on the top row below. If substitutions are available, they will be listed on subsequent rows and may only be utilized when the candidate does not meet the minimum requirements.

MINIMUM EDUCATION & EXPERIENCE

Education Level	Focus of Education		Years of Experience	Focus of Experience	
Bachelor's Degree	Degree in Electronics, Engineering, Communications, RTV(Radio, Television, Film), Broadcast Journalism, Information Systems or related field.	and	4 years of	Experience in television, multimedia content, IT client service, or broadcast maintenance.	Or
Associate's Degree or Vocational Certificate	Degree in Electronics, Engineering, Communications, RTV(Radio, Television, Film), Broadcast Journalism, Information Systems or related field.	and	6 years of	Experience in television, multimedia content, IT client service, or broadcast maintenance.	Or
High School		and	8 years of	Experience in television, multimedia content, IT client service, or broadcast maintenance.	

MINIMUM KNOWLEDGE, SKILLS, & ABILITIES

Advanced knowledge of technology design, installation, and integration projects with complex, leading-edge technology in an increasingly broadcast IP and IT-centric environment. This includes broadcast and server-based systems, data networking (e.g., routers, switches), and other comparable equipment within a SMPTE 2110 and Dante-equipped broadcast facility.	And
Expert knowledge of broadcast technology companies such as Sony, Ross, Evertz, Yamaha, etc.	And
Advanced knowledge of IT concepts including networking and server applications.	And
Ability to work outside regular work hours, including evenings and weekends as needed.	And
Must be willing to be on call for coverage of critical technical systems.	And
Willingness to learn emerging broadcast and IT applications.	

MINIMUM LICENSES & CERTIFICATIONS

Licenses/Certifications	Licenses/Certification Details	Time Frame	Required/Desired
None Required.			

PHYSICAL DEMANDS & WORKING CONDITIONS

Physical Demands Category: Other

PHYSICAL DEMANDS

Physical Demand	Never	Rarely	Occasionally	Frequently	Constantly	Weight
Standing				X		
Walking				X		
Sitting				X		
Lifting	X					
Climbing					X	
Stooping/ Kneeling/ Crouching					X	
Reaching					X	
Talking				X		
Hearing				X		
Repetitive Motions					X	
Eye/Hand/Foot Coordination					X	

WORKING ENVIRONMENT

Working Condition	Never	Rarely	Occasionally	Frequently	Constantly
Extreme cold					X
Extreme heat					X
Humidity					X
Wet					X
Noise					X
Hazards					X
Temperature Change					X
Atmospheric Conditions					X
Vibration					X

Vision Requirements:

Ability to see information in print and/or electronically and distinguish colors.