



Recruitment Pack
Technical Designer
Camera Obscura & World of Illusions

Thank you for your interest in the post of Technical Designer at Camera Obscura & World of Illusions.

This Job Pack contains details about the post, and about our company.

You can apply by completing the enclosed application form and returning it to:

Alyce Paton
Camera Obscura & World of Illusions
Castlehill
Edinburgh
EH1 2ND
E mail: alyce@camera-obscura.co.uk
Tel: 0131 226 3709

Please use the details in the Job Profile in this pack to match your own personal experience and skills against those required of the post holder. And remember – we need your talent so sell yourself!

Thank you again for your interest in Camera Obscura, I look forward to receiving and reading your application by Friday the 7th of June, 2019.

Alyce Paton
Visitor Experience Manager

Position: Technical Designer

Reporting to: Visitor Experience Manager

The Package: A competitive salary in the range £22,000 – £32,000 (depending on qualifications and experience). In addition there is a 10% company pension contribution, a permanent health scheme, in-service life insurance of four times salary and discretionary bonus of 5% - 20% paid on good performance of the attraction and the company as a whole. Staff discounts are available on shop goods. Holiday is 29 days with an extra day applied on completion of every three years of satisfactory and unbroken service.

Hours: 40hr week. Expected working days of Monday to Friday, standard business hours with option for flexibility.

About us

Camera Obscura & World of Illusions

The Camera Obscura experience opened to the public on this site in 1853; our company has expanded the offering to include the World Of Illusions and has been running the attraction since 1977. Our major market is adult couples, followed by families of all ages and nationalities, but we also have significant numbers of adult-only, youth and school groups, with a small corporate market too. Since the year 2000 our visitor numbers have grown on average 10% a year. The product is heavily used as we are open 13 hours a day with upwards of 350,000 visitors per year.

The attraction's brand is unique, interactive and fun. Our ethos is to provide our guests with an exceptional, world class visit of fun, science, art and discovery, and good value. The effort we put into this is reflected in 50% of our visitors coming due to personal recommendation.

High among our core values are fairness, honesty, respect, fun, thoroughness and attention to detail in our work. We recognise that our staff are, by far, our greatest asset and we look after them as far as we possibly can to make Camera Obscura and World of Illusions a great place to work.

We require excellent staff performance and good interpersonal relations across the whole operation whether staff are public facing or not – this is critical in our business.

The Company

Visitor Centres Ltd is the company that owns and operates Camera Obscura & World of Illusions. It also operates Landmark Forest Adventure Park in Carrbridge, Inveraray Jail in Argyll; and Landmark Press across Scotland.

The Position

Based at Camera Obscura & World of Illusions, Edinburgh, the Technical Designer role is an exciting new role that bridges the gap between our development and maintenance teams.

The Technical Designer will work closely with the Visitor Experience Manager and Technical Manager; developing our exhibit resource by documenting and improving current exhibits, developing our design strategy and relationships with suppliers and working on new exhibits.

Our design aims for exhibits are to offer a unique, interactive and sustainable product for visitors, with visitor experience being the most important consideration. The right candidate will understand and work well within our unique limitations; tight install/maintenance times, extreme wear and tear, a centuries old building across 8 levels without a lift.

Key Responsibilities

Current Exhibit Documentation

Improvement of our Electronic Resource, through documentation of our current exhibits. The goal is to create a complete build manual and user instructions for all current exhibition content. All our exhibits were made for us and are a combination of bespoke, handmade one-of-a-kind gems, off-the-shelf items with our own twist or large carnival experiences. The Technical Designer will be able to:

- Completely document our current exhibits including creation of drawings / resources in the appropriate format
- Creation of production-ready files and complete BOMs for all exhibits
- Creation of assembly instructions
- Creation of user manuals and technical manuals

Current Exhibit Improvement

Improvement of exhibits/parts/designs. Some exhibits will have outdated elements or items made bespoke that are now available off-the-shelf. Equally there is sole-sourcing for some parts and work is required to improve the supplier base for specialist items. An understanding of what is available is key and an ability to work up new and better solutions. Desirable going forward is to develop a preferred materials/suppliers/techniques database that can inform improvements and standardise maintenance across different exhibits. Improvements should focus on

visitor experience and effective financial and time management of maintenance needs.

New Exhibit Development

Following the work on current exhibits, it is hoped the successful candidate will be part of the design of new content moving forward.

Teamwork

This role is designed as a standalone position, that will take on board the expertise of many other departments/people at Camera Obscura. Internally, new exhibits or largescale design changes will take input from the Senior Management, Visitor Experience and Maintenance Teams, taking more than four decades of knowledge and bringing current items into a modern spec. Out with Camera Obscura, this role will require liaison with suppliers and potential project management or contractor management.

Key skills

- 3D design
- Product Design Engineering
- Knowledge of exhibits/public exhibitions/displays
- Hands-on skills/ comfortable in workshop environment
- Digital manufacturing
- Eagerness to learn

Person Specification

- The post holder will need to be an enthusiastic and confident individual who has the ability to work with people across departments
- They will be keen to problem solve creatively and develop solutions within a realistic time frame, with a thorough understanding of business requirements.
- They will be passionate about the visitor experience, exhibition design and an interest in how and why people use and interact with things in spaces like ours.
- They should be able to identify new methods/materials/experiences to bring to the team
- The role will need to work autonomously, and the post holder should be self-motivated and driven
- They will need to be professional in approach and be able to confidentially articulate ideas
- They should be comfortable meeting and developing working relationships with new people

- No medical conditions that might prevent the candidate from carrying out the duties as specified