



Job Description

Job Title:	Senior Technician (Virtual Production)
Department:	CoSTAR National Lab
Job type:	Professional Services
Grade:	7
Accountable to:	Technical Operations Manager
Accountable for:	n/a
Purpose of the Post	
<p>This role is responsible for the design, configuration and operation of real-time systems and pipelines within the studio, supporting virtual production and R&D activity. The postholder will ensure that real-time environments are stable, performant and correctly integrated with camera, tracking and stage-based systems.</p> <p>The Senior Technician will act as a central point of technical expertise for the studio, working across multiple systems to ensure consistent, reliable and production-ready operation.</p> <p>This is a hands-on role requiring strong technical understanding, problem-solving ability and the confidence to work within complex, multi-system environments.</p>	
Key Tasks	
Realtime Systems and Pipelines	
<ul style="list-style-type: none"> • Configure, operate and maintain real-time environments for studio-based production and R&D activity • Responsible for scene setup, content integration and system configuration within real-time engines • Manage project structure, assets and workflows to ensure consistency and reliability • Prepare real-time systems for sessions, including configuration, testing and validation • Troubleshoot issues during live or time-critical activity, including performance, rendering and integration problems 	
System Integration	
<ul style="list-style-type: none"> • Integrate real-time systems with studio infrastructure • Ensure correct alignment between physical and virtual environments • Support synchronisation across systems, including timing, playback and rendering processes • Work closely with other technical roles to maintain stable, end-to-end workflows 	

Maintenance and Troubleshooting

- Maintain and update real-time environments, ensuring systems remain current and functional
- Identify and resolve technical issues related to performance, stability and integration
- Document configurations, issues and technical solutions
- Support load-ins, system resets and reconfiguration between projects

Compliance and Improvement

- Contribute to the development of best practice for real-time workflows within the studio
- Support ongoing R&D activity, including testing new tools, techniques and approaches
- Share knowledge and contribute to team learning across disciplines
- Ensure safe and responsible operation of technical systems within the studio environment
- Work in accordance with studio health and safety procedures

Other Duties

While members of the team may have individual specialisms, everyone will be expected to work collaboratively, supporting different roles as required by each production

The duties listed are not exhaustive and may be varied from time to time as dictated by the changing needs of the University. The post holder will be expected to undertake other duties as appropriate and as requested by their manager.

The post holder may be required to work at any of the locations at which the business of Royal Holloway is conducted.

Our Values

Advancing equity and inclusion is central to our identity as a University of Social Purpose, guided by our values of being Respectful, Innovative, Open, and Daring. We strive to build a fair and inclusive environment for all colleagues and students, where we challenge ourselves and others with integrity, and approach difference with understanding and kindness. Every member of our community is expected to treat others with dignity, work collaboratively across a wide range of backgrounds and perspectives, and contribute to a place where everyone can participate fully and feel valued.

Person Specification

Details on the qualifications, experience, skills, knowledge and abilities that are needed to fulfil this role are set out below.

Job Title: Senior Technician (Virtual Production)

Department: Storyfutures

Criteria	Essential	Desirable
Knowledge, Education, Qualifications and Training		
Educated to degree level or equivalent experience.	X	
Strong technical knowledge of real-time engines (e.g. Unreal Engine) and media server technologies such as Disguise or nDisplay.	X	
Proven knowledge of real-time rendering pipelines, scene optimisation and asset management within production environments.	X	
Understanding of camera tracking, motion capture systems and integration with virtual production workflows.		X
Practical knowledge of synchronisation methods, timecode systems and multi-system environments (e.g. genlock, SMPTE standards).		X
Skills and Abilities		
Demonstrable experience working with real-time engines in a production, studio or related environment.	X	
Understanding of real-time rendering workflows e.g. Unreal Engine, scene management and optimisation.	X	
Ability to diagnose and resolve technical issues under operational pressure.	X	
Strong problem-solving skills and attention to detail.	X	
Interest in emerging technologies such as AI, immersive media, interactive systems or robotics.		X
Experience		
Integrating real-time systems with external inputs such as camera or tracking systems.	X	
Working collaboratively within a technical or production team.	X	
Supporting external clients, creatives or researchers.		X
Other Requirements		
Occasional evening and/or weekend work to support operational requirements.	X	

Committed to professional development to keep pace with emerging technologies and evolving virtual production workflows.	X	
The role involves load-ins, derigs and studio reconfiguration, including manual handling of technical equipment (typically 15–25 kg), using safe techniques and team assistance where required.	X	