

Role Title: Construction Manager

Team: DPI

Department: OPERATIONS

Team Description:

DPI members are the resident Burning Seed bad asses. We get our hands dirty preparing the site for the main event and work to ensure the main infrastructure is designed, built and safe for the length of the event. We erect the main structures including the Stockade (including Kitchen, Site office and Showers) Gate, Greeters, Centre Camp, Artery, Rangers, Medics, Sanctuary and the main Site Office. We ensure all the camping areas are cleared and safe, and sign mark all the roads. In our downtime we drink, play, have fun and generally cause a ruckus.

Role Description: The Construction Manager's role is to make sure that everything that is planned to be built on site is achievable and that when it's built, it's built safely. This role falls under DPI but you will work with multiple teams who are building structures, the list of stuff you'll be involved in are gatehouse, greeters, stockade office and showers, art projects, effigy and temple. You'll be looking at all of those and will be rolling up your sleeves and helping out wherever extra hands are needed.

There is a big push within Seed to ensure that the stuff we build is safe for patrons to interact with. The goal of the Construction Manager is to ensure that we are providing a safe structural environment. Hopefully the Construction Manager 2iC role will be filled which will give the Manager much needed support.

Working relationships:

- Team Leads
- Safety team
- Site Manager
- Master of Tech

Time Commitment/Dates required:

- **Dates Required:** 3 weeks pre-event and 2-3 days post-event; +2 shifts during event
- **Shift Length:** 8 hrs/day pre-build; 12 hour on call shifts during event for general DPI duties
- **Number of Shifts:** 5-6 days/week pre-build; 1-2 on call shifts during event

Ideal Skills:

- Carpentry and Construction experience
- Background in building/designing temporary structures made of wood.
- Knowledge of NSW building codes.
- Well developed communication skills and the ability to work with a diverse team.

Ideally you would be a qualified carpenter, an apprentice carpenter or someone who has, through personal experience, built up some good experience of building wooden structures.

Training Provided: Hopefully you've all the carpentry knowledge you need, but there's a multi skilled and talented team of people to back you up. All the other stuff, if you bring the willingness, we can mould you to our will.

Amenities Provided:

- hot showers
- 3 prepared meals/day during build and packdown
- 1 prepared meal/day + self-serve snacks and food during event

How to Join: Complete a registration form found on the [Burning Seed website](#), or contact Crew Wranglers at jointhecrew@burningseed.com with any questions.

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