

EXHIBIT FABRICATOR

Description

The Exhibit Fabricator is a member of the Exhibits Team that is responsible for creating new exhibit experiences and maintaining and repairing all existing exhibits. The Exhibit Fabricator will work in close collaboration with the Exhibits staff and under the supervision of the Director of Exhibit Design to realize exhibit design concepts by building working prototypes and permanent exhibit components, and may support Exhibit Technicians as needed with custom fabrication and installation for repairs and upgrades to existing exhibits.

The Exhibit Fabricator will have access to the onsite Exhibits Lab to produce and build small to medium-sized prototypes and some small permanent components. The Exhibit Fabricator will primarily work with plywood, solid wood, composites, plastic, and metal. Components often involve some level of mechanical and electrical functionality. The Exhibit Fabricator should have high-level skills and confidence in using standard shop tools and machinery. They will need to communicate and coordinate with third-party vendors who might provide elements such as graphics, electronics, or specially fabricated parts.

The Exhibit Fabricator must enjoy working around children and families, must be open to giving and receiving feedback, and must thrive in a collaborative and friendly work environment. A successful candidate will have a strong portfolio that demonstrates a high level of detail and finish, and a particular interest in imaginative and creative problem-solving.

Responsibilities

- Work from plans and in consultation with the Designer and other Exhibits staff to create working prototypes for new exhibit components and fabricate permanent exhibit components
- In consultation with other Exhibits staff, propose and perform fabrication and finish solutions for a range of repair, maintenance, and upgrade needs for existing exhibit components
- Perform fabrication, finish, and installation work with a level of finish that meets or exceeds standards as set by the Designer
- Comply with documented operating procedures and maintain a clean, organized, and safe working environment
- Contribute to the general maintenance of tools and equipment
- Load/unload materials from trucks and help to keep the Exhibits Lab stocked with materials and supplies
- Exercise extreme care in ensuring all construction is safe for visitors and staff
- Contribute to estimating project costs and timelines, and finding solutions appropriate to project budgets
- Participate constructively as a member of a collaborative team

Qualifications

- Minimum of 5 years of work experience and training in a cabinet shop or equivalent; a focus on custom fabrication and installation.
- Interest and experience in making quirky things: unusual shapes, unusual combinations of materials, and very particular functional requirements.
- Ability to read and interpret engineering, production, and shop drawings,

Hiring organization

Boston Childrens Museum

Employment Type

Full-time

Job Location

308 Congress St., 02210

Working Hours

40

Base Salary

\$ 30

and make and assemble parts as required

- Knowledge of standard fabrication and construction methods, hardware, and materials
- Advanced skills in cabinetry, carpentry, plastics fabrication, and/or metalworking; mastery of working with hand and power tools and standard shop machinery
- Competency in engineering of mechanical and electro/mechanical interactive exhibits; familiarity with gears, sprockets, and motors
- Capable model-making, sketching, and rendering skills
- Ability to understand educational and experience objectives, and ensure these goals are met in addition to the mechanical/technical and safety demands of a project
- Ability to organize work proceed independently, and accomplish assigned tasks with minimal supervision

ADDITIONAL PREFERRED SKILLS

- Familiarity with industry-standard design software (Adobe Creative Suite, AutoCAD, Fusion 360, Sketch-up)
- Ability to operate CNC router, 3-D printer, and laser cutter, inclusive of generating digital files
- Knowledge of current electronic technology used in exhibit design: Arduino, Raspberry Pi, RFID readers, etc., and the incorporation of these components into exhibit designs
- Valid Driver's License

Job Benefits

(Benefits eligibility is based on regular weekly hours per week)

- Health Insurance
- Dental Insurance
- Vision Insurance
- 13 Paid Holidays
- Up to 12 Sick days
- Mass Earn Sick Time
- Up to 10 Vacation days
- 403(b) Retirement Plan
- Flexible Spending Accounts
- Qualified Transportation Accounts
- Life Insurance
- Short- Term & Long-Term Disability
- American Alliance Museum Access
- New England Museum Association Access
- Free Admission to 100+ Museums

WORKING CONDITIONS

Physical Demands: Frequently stand, walk, and move around the work area. Lift/carry/push/pull heavy materials, equipment, and objects that could weigh up to 50 lbs and use of required PPE as aligned with job safety regulation standards and Museum policies. Required use of manual dexterity for essential tasks such as cutting and assembling parts. Occasionally kneel/crawl, twist/bend/stoop/squat, and/or climb based on assigned projects. The ability to work in tight or cramped spaces, Required to carry 2-way radio while on duty.

Work Environment: Normal office environment with varying exposure to office

equipment (i.e. printer,

fax, shredder, phone, and desktop computer). In addition, access and use of the Exhibit Lab and repair tool room. In addition to the machinery and other fabrication processes, the Museum and exhibit spaces are often noisy during peak seasons, fast-paced, and crowded with the public and young children.

Other Factors: A Monday – Friday Work Schedule, 8-hour shifts, 40hrs/wk. Required to wear a uniform shirt provided by the museum. The position may require overtime hours depending on emergencies, project work, etc. All overtime must be approved in advance by the manager

Contacts

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