

Watch television, listen to the radio, surf the web or send a photo from your cell phone and, somewhere, at some point, you will touch a media network designed and engineered by Communications Engineering, Inc.

If you're looking for an exciting career with a stable and growing high tech company and are ready to apply your skills to the most challenging technical and programmatic issues of today's exploding broadcast, audio-visual and multi-media landscape, then we want to hear from you!

# **Communications Engineering, Inc. (CEI)**

Headquartered just south of Washington, D.C. in Newington, VA, Communications Engineering Inc. (CEI) is an award-winning, consulting, design and systems integration company focused on the television broadcast, audiovisual and multi-media industries. CEI offers complete equipment service, support and training, and supplies products and services to a wide range of large, medium and small commercial clients as well as non-profit and government agencies. We are an energetic, highly motivated team, focused on the success of our customer's projects and the continued growth of our company.

# **Broadcast Field Service Engineer**

## **JOB DESCRIPTION**

The Broadcast Field Service Engineer provides on-site support and repair of installed Broadcast, Media Production and Audio Visual systems. Field repair and shop repair of defective equipment. Provide Customer training and ongoing systems support.

#### **Essential Functions:**

- Diagnose problems, repair and set up of Broadcast, Media Production and Audio Visual (AV)
  equipment.
- Create redlined (as-built) documentation and cable databases for CEI's projects.
- Provide Customer systems training.
- Support and repair existing systems and equipment for Master Control, Edit Systems, Video and Audio Production, Network Operations Centers, etc.

## **JOB REQUIREMENTS**

#### **Basic Qualifications:**

- Five years minimum experience configuring and servicing broadcast, audio-visual and multi-media systems.
- Applicants must have extensive experience in the troubleshooting systems and equipment.
- Repair, and routine maintenance of broadcast, audio-visual and multi-media systems, cameras, video tape recorders, NLE edit systems, servers, production switchers, routers and other production equipment.
- Thorough knowledge of Audio, Video, Control, and LAN test and measurement equipment.
- Strong interpersonal skills, excellent oral and written communication skills.
- Ability to interact with field personnel, management and customers.



- Various manufacturer and/or non-manufacturer provided education in the fields of professional audio, video, and control system equipment and theory. Knowledge of broadcast equipment manufactured by Evertz, Harris, Miranda, Sony, Avid, Apple Final Cut Pro, etc.
- Knowledge of AutoCAD, MS Office, and Database Programs.
- Ability to configure and troubleshoot high bandwidth computer networking and storage systems.
- Must be eligible to work in the US without sponsorship.

# Preferred Qualifications:

- B.S, A.S. in Electronic Technologies or a related field. Equivalent experience and/or military training.
- CCNA or CCNE certification.
- Familiarity with AutoCAD.
- Experience with Audio Visual (AV) Systems, AMX, Crestron and Extron Control Systems.
- Professional certifications (SBE, CTS, CTS-D, CTS-I, CEDIA) are a plus.

# Travel Requirements:

• Some travel is required.

#### **JOIN US**

If you are considering a career in the broadcast, audio-visual or multi-media industries, CEI sets the standard against which all others are measured. We're committed to our company's growth – and our employees' potential. CEI offers a complete benefit package, including salary, major medical/dental, holidays, vacation and 401K. CEI is an equal opportunity employer.

#### Rely on CEI.

Please send your resume to:

humanresources@commeng.com

Human Resources Communications Engineering, Inc. 8500 Cinder Bed Road, Suite 100 Newington, Virginia 22l22 Fax: (703) 550-5180

Website: <a href="https://www.commeng.com">www.commeng.com</a>