|  | **POSITION TITLE:** Director of Creative Music  **CAMPUS OR TEAM:** CS Service Programming  **REPORTS TO:** Director of Arts **SALARY** **HRS PER WEEK: 40+**Position summaryThe Director of Creative Music accelerates the mission of CedarCreek by helping guests connect with God through creative music elements that support video and music in service programming. This is done both through creative direction and vision, but also direction and details involving music technology for enhanced guest experience. They play a key role in special music elements for service programming with a specific focus on collaboration with the video team to score and/or create any video and musical experiences that connect with the guest. This role is also integral to developing the culture of creativity in music through fostering original songwriting for either use in worship or in scores. The focus for this role is Wonder & Invention with specialties of video and scoring, songwriting, arranging, and music technology. This role also has a specialty in drums.POSITION RESPONSIBILITIES:  * Bring creative vision to all service programming for adults and students * Oversee the innovation and creative music elements and assets for the weekend service. * Coordinator, produce and develop original songs with team members identified * Facilitate recording of special song arrangements and voiceovers as needed. * Assist the Central Director of Arts in the setting and maintaining of musical standards for Campus Music Teams * Assist service programming in bringing musical creativity including but not limited to song transitions, arrangements, suggestions and original song writing. * Lead and/or assist the video team with creating dynamic video and musical experiences and/or scoring videos that are created for weekend or beyond. * Participate in Service Programming meetings and central walk throughs. * Oversee inventory and upkeep of Central and Campus music gear. * Work in partnership with the Production and Visual Media Teams to achieve mutual goals and objectives for drawing guests closer to God through worship music. * Bring innovation to music technology and systems like Ableton * Serve on weekends and fill a Music or Production role as needed for Campus or Central Events. Provide feedback to Central Arts Director on training needs of team, etc. from those experiences.  POSITioN REQUIREMENTS:  * Being a tithing Missional Member in good standing at CedarCreek Church * Attendance at a weekend service and in a Group or on the DreamTeam * Modeling and championing the Mission, Vision, and Core Values of CedarCreek Church * Honoring the CedarCreek Church Staff 10 Points of Accountability * Fluent in organizational systems and applications (Planning Center, Teamwork, etc.) * Innovative in current music software such as Ableton, Logic, ProTools, etc. * Basic understanding of Music Theory * Ability to lead Music DreamTeams and fill a Music Team position with excellence  MEASUREMENTS: The position will be evaluated by the following quantifiable measurements:   * Ableton sets are built accurately and distributed (to Campus computers) on or before requested deadlines. * Charts and reference packages are built accurately and distributed (to Planning Center) on or before requested deadlines. * Campus Arts/Music Directors are equipped with tools and standards to help their DreamTeams grow and develop in musical skill.  ACCOUNTABILITIES: The position will also be held accountable for the following:   * Ensuring that Staff, Church, Campus, and Ministry values are upheld personally and among the DreamTeam * Maintaining good fiscal responsibility, stewarding resources with excellence * Maintaining unity within all Departments, Campuses, and Ministry Areas * Maintaining a positive mental attitude regarding the Church and its Leadership and Ministry Services in the presence of Guests, DreamTeam Members, and Staff at all times  Disclaimer Nothing in this job description restricts the right of the Position’s Direct Report to  assign or reassign duties and responsibilities to this job at any time. This is an at-will  position and can be terminated at any time.  **ADA List for Physical Activities and Requirements, Visual Acuity, and Working Conditions of the Position:**   * **Climbing**. Ascending or descending ladders, stairs, scaffolding, ramps, poles and the like, using feet and legs and/or hands and arms. Body agility is emphasized. **This factor is important if the amount and kind of climbing required exceeds that required for ordinary locomotion.** * **Balancing.** Maintaining body equilibrium to prevent falling and walking, standing or crouching on narrow, slippery, or erratically moving surfaces. **This factor is important if the amount of balancing exceeds that needed for ordinary locomotion and maintenance of body equilibrium**. * **Stooping.** Bending body downward and forward by bending spine at the waist. This factor is important if it occurs to a considerable degree and requires full motion of the lower extremities and back muscles. * **Kneeling.** Bending legs at knee to come to a rest on knee or knees. * **Crouching.** Bending the body downward and forward by bending leg and spine. * **Crawling.** Moving about on hands and knees or hands and feet. * **Reaching.** Extending hand(s) and arm(s) in any direction. * **Standing.** Particularly for sustained periods of time. * **Walking.** Moving about on foot to accomplish tasks, particularly for long distances or moving from one work site to another. * **Pushing.** Using upper extremities to press against something with steady force in order to thrust forward, downward or outward. * **Pulling.** Using upper extremities to exert force in order to draw, haul or tug objects in a sustained motion. * **Lifting.** Raising objects from a lower to a higher position or moving objects horizontally from position-to-position. This factor is important if it occurs to a considerable degree and requires substantial use of upper extremities and back muscles. * **Fingering.** Picking, pinching, typing or otherwise working, primarily with fingers rather than with the whole hand as in handling. * **Grasping.** Applying pressure to an object with the fingers and palm. * **Feeling.** Perceiving attributes of objects, such as size, shape, temperature or texture by touching with skin, particularly that of fingertips. * **Talking.** Expressing or exchanging ideas by means of the spoken word. Those activities in which they must convey detailed or important spoken instructions to other workers accurately, loudly, or quickly. * **Hearing.** Perceiving the nature of sounds at normal speaking levels with or without correction. Ability to receive detailed information through oral communication, and to make the discriminations in sound. * **Repetitive motion.** Substantial movements (motions) of the wrists, hands, and/or fingers.   **Physical requirements of this position.**   * **Medium work.** Exerting up to 50 pounds of force occasionally, and/or up to 30 pounds of force frequently, and/or up to 10 pounds of force constantly to move objects.   **The visual acuity requirements including color, depth perception, and field vision.**   * The worker is required to have close visual acuity to perform an activity such as: preparing and analyzing data and figures; transcribing; viewing a computer terminal; extensive reading; visual inspection involving small defects, small parts, and/or operation of machines (including inspection); using measurement devices; and/or assembly or fabrication parts at distances close to the eyes.   **The conditions the worker will be subject to in this position.**   * The worker is subject to environmental conditions. Protection from weather conditions but not necessarily from temperature changes. * The worker is subject to both environmental conditions. Activities occur inside and outside * The worker is subject to extreme cold. Temperatures typically below 32 degrees for periods of more than one hour. Consideration should be given to the effect of other environmental conditions, such as wind and humidity. * The worker is subject to noise. There is sufficient noise to cause the worker to shout in order to be heard above ambient noise level. * The worker is subject to vibration. Exposure to oscillating movements of the extremities or whole body. * The worker is subject to hazards. Includes a variety of physical conditions, such as proximity to moving mechanical parts, moving vehicles, electrical current, working on scaffolding and high places, exposure to high heat or exposure to chemicals. * The worker is subject to atmospheric conditions. One or more of the following conditions that affect the respiratory system of the skin: fumes, odors, dust, mists, gases, or poor ventilation. |
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