

Jobs in the Media Industry

2. Technical roles

These are jobs involved with the production of media products and generally involve using technology in some way.

Job	What it involves	Stage
Camera operator	Sets up and operates cameras, either film or still image cameras. Makes sure camera shots and angles are filmed. Uses storyboards and scripts produced in pre-production to know what to film and how to film it Works under a director (senior role)	Production
Audio technician	Sets up audio equipment and records sound, for example on a film set or in a recording studio. Uses storyboards and scripts to help know what to record	Production
Sound editor	Edits the sound required for video, audio, or other products such as video games. This will take the sound recorded by audio technicians and camera operators and edit them, adding sound effects, music etc... Uses storyboards and scripts to help know what products should look like	Post-production
Video editor	Edits video produced by camera operators to create products such as films, TV programmes, computer games etc... May involve adding special effects and visual effects. May work with a sound editor to combine video with audio to create an effective product using storyboards and scripts to help	Post-production
Web developer	Takes the design for a website produced by a web designer and creates it. Uploads web pages and maintains sites, keeping them running properly and content available. This may involve programming and working with wireframe layouts Works under a director and/or editor (senior roles)	Production Maintenance is post-production
Games developer or programmer	Takes the designs for a video game produced by a games designer and creates the game, often working as part of a team along with audio, video, and animation experts. Involves programming. Works under a director (senior role)	Production