



KID Museum Exhibit Technician

About KID Museum

KID Museum is the region's pioneering experiential museum and educational makerspace. We empower the next generation with the skills to invent the future. Through hands-on programming for kids and youth (ages 4-14), we challenge young people to be active makers, who harness their creativity, curiosity and compassion to build a better world. We design and deliver programs across the full continuum of learning for kids in pre-k through middle school in partnership with educators and schools. Our onsite programs, community events, and live, virtual sessions encourage families to learn and explore together, engage kids in driving their own learning, and support educators in the classroom. We are deeply committed to diversity, equity, accessibility and inclusion, and consistently prioritize reaching underserved students of color with these transformative learning experiences that unlock opportunity for personal and economic growth.

Through deep, embedded learning partnerships with public and independent schools, we support students and teachers in developing new skills and the "mind of a maker." This philosophy embodies the mindset that we believe will be necessary for the next generation to successfully compete in an increasingly diverse, interconnected, and rapidly changing workforce, driven by technology.

We empower the next generation with the skills to invent the future, and the mindsets, habits, and skill-sets we teach are practical and powerful in everyday life. We are part of a growing movement to remake education for every young person, putting them in the driver's seat and trusting them to be agents of change. For more information, please visit www.kid-museum.org

Position Overview

KID Museum is seeking an **Exhibit Technician** to focus their energy in three primary categories: management and fabrication of CAD/CAM equipment and materials; maintenance and upgrades of existing exhibits; and designing and building new interactive exhibits. The ideal candidate will be a lifelong learner with confident shop tool and machinery skills as well as the ability to research, identify, and procure parts and supplies. This position reports directly to the Senior Director of Exhibits and Experience Design and works with visiting artists and makers, Maker Educators, Program Managers, and Education Leadership Team to support the design, fabrication, testing, and refinement of interactive exhibits and installations. The ideal

candidate must be a resourceful and excited creator with the ability to analyze and troubleshoot. They will be eager to learn new things and generate solutions with resourcefulness. Team player who asks for help and offers help generously. Able to work 1-2 Sundays a month to provide exhibit support.

Composed of artists, engineers, and educators, the exhibit team are all passionate makers who specialize in deep curiosity, playful design, and resourceful fabrication techniques. The team are life-long learners who share ideas, shop responsibilities, and design failures with humility and grace. Exhibit team culture safeguards time to play with materials or objects and sees this time as core to both staying excited and developing exhibits that are joyful and wacky.

Essential Job Functions

- Consult with and give feedback to the exhibit team on installations, designs, and exhibits to elevate and strengthen design quality.
- Manage CAD and CAM equipment: digital systems, training, safety, parts, orders, and repairs to ensure our equipment is easily and safely used.
- Support exhibit development through repairs, upgrades, and remixes of existing exhibits so that our visitors are engaging with safe and impactful exhibits.
- Design and implement digital workflow systems for the shop that are intuitive, tidy, and easy to maintain to simplify and streamline equipment use and documentation.
- Ideate, design, prototype, and fabricate exhibits to provide visitors with fresh and fun exhibits.
- Train and supervise museum staff and visiting makers with CAD/CAM safety, best practices, new techniques, design consult, and material use so that our staff are able to keep programming exciting and novel.
- Clean, organize, and improve exhibit shop space and functionality making sure that our shared space is inviting, safe, and inspiring.
- Learn and master all exhibit shop tools to be able to train others and employ master level techniques in exhibit fabrication.
- Successfully complete other duties as assigned.

Minimum Qualifications

- Possess safe shared shop habits and practices with tools, equipment, materials, and space.
- Ability to train others in CAD & CAM processes.
- Confident in learning new design software as needed.
- Must be able to organize and stock materials, tools, and parts in intuitive systems.
- Possess a playful and exploratory approach in discovering materials, tools, and fabrication techniques.
- Discernment in precision level, e.g. quick and scrappy vs. neat and exact.
- Able to move up to 50 lbs.
- Possess confident woodshop basics.
- Able to make prototypes, quickly.
- Able to identify failure points and proactively build for durability and serviceability.
- Self-motivated, forward-thinker with ability to work with minimal supervision.

- Strong written and verbal communication skills; ability to communicate effectively with the public, staff, vendors and contractors.

The successful candidate must be able to perform the above tasks independently, accurately, reliably, and in a timely manner. Compensation will be commensurate with experience. A comprehensive benefits package will also be included. Please send a cover letter, resume, and a link to a portfolio of work to careers@kid-museum.org for consideration.

Diversity, equity, accessibility and Inclusion are important, interdependent components of everyday life at KID Museum and are critical to our pursuit of excellence. KID Museum is an equal opportunity employer and does not discriminate against any employee or applicant for employment based on race, color, religion, national origin, age, gender, sex, ancestry, citizenship status, mental or physical disability, genetic information, sexual orientation, veteran status, or military status.