



Sound Studio Volunteer

Role Description:

The Sound Studio Volunteer supports our creative programs by helping to run and maintain a welcoming, safe, and fun environment in the Sound Studio while helping iHuman artists bring their creative ideas to life. Volunteers help young artists with their projects while building trustful relationships in a positive and meaningful manner. This position is in person and requires a regular, weekly, ongoing commitment.

Main Responsibilities:

- Builds trusting and positive relationships with iHuman young artists.
- Meets iHuman young artists where they are at emotionally, intellectually, and psychologically.
- Helps to run and support youth with one-one sessions.
- Assists with technical guidance to artists for recording, producing instrumentals, editing, or other relevant areas of expertise.
- Assists with the coordination of occasional projects such as preparation of performances, music and community events show, promotional events, etc.
- Assists with operational tasks such regular studio and equipment maintenance, and inventory management of resources in the Sound Studio. As well as organization and cleaning, equipment maintenance and inventory management of resources in the Sound Studio. This is done in tandem with having the youth also participate with these tasks.
- Option to lead occasional music projects and workshops.
- Other general tasks and assistance to projects assigned by the Sound Studio Coordinator.

Skills/Qualifications:

- Sound and Music related experience and/or education.
- Music software experience (Reason, Logic Pro, FL Studio and Pro Tools).
- Adaptability to engage with and attend to the needs of diverse iHuman youth of varying life experiences.
- Understanding of trauma-informed practices and systemic challenges facing vulnerable and marginalized youth is an asset.
- Experience working with vulnerable and marginalized youth (12-24) is preferred.
- Flexibility to engage in both open and structured programming.
- Facilitation and/or mentorship skills are an asset.