



## LEAD DRAUGHTSPERSON JOB DESCRIPTION & PERSON SPECIFICATION

**Responsible to:** Head of Production

**Key relationships:** Production Manager, Producers, Creatives & Technical Teams

**Rate of Pay:** £250.00 - £320.00 a day, depending on experience and level of technical responsibility.

**Contract:** We are currently advertising for two fixed-term contracts

### Project 1

**Rhino work - 4-5 days per week**

**Start date - As soon as possible**

**End Date - 30th April - with possibility of extension**

### Project 2

**Sketch Up Draughtsperson**

**Start Date - 16th of March**

**End Date - 8th of July (with possibility of extension)**

**Full-time hours**

**Location:** Please note this role will be based in our offices in London, some hybrid work might be possible but due to the nature of the work, collaboration on site is essential. In addition to this, some international travel and site visits may be required.

### Deadline for applications:

**How to apply:** Complete the application form here including your CV and cover letter.

If you have any questions or are experiencing any difficulties with the application process, please contact [workwithus@punchdrunk.com](mailto:workwithus@punchdrunk.com).

## OUR HISTORY

Founded in 2000 by Felix Barrett, Punchdrunk has pioneered a game-changing form of theatre which places the audience at the very heart of the action. Recently listed amongst the **50 most influential artists of the last 50 years** (Sky Arts, 2022) alongside Bowie, Sir Steve McQueen and Vivienne Westwood, Punchdrunk disrupts the theatrical norm, creating worlds in which audiences can rediscover the childlike excitement of exploring the unknown.

Its iconic “mask” shows, which redefined the genre of immersive experiences, have been cited amongst the **40 creative moments that changed culture** (Creative Review), and have found phenomenal success across the globe, with record-breaking productions established in the US, UK, China and South Korea. *Sleep No More* in New York played to sell-out audiences for 14 years from 2011 until its final performance in 2025, and in Shanghai the show has been running since 2016 - becoming the longest-running immersive production in the city’s history. In 2025, the internationally acclaimed experience also opened its newest edition in Seoul, South Korea.

*The Drowned Man: A Hollywood Fable* broke the National Theatre's box office records when it went on sale in 2013. Punchdrunk's 2022 London production, *The Burnt City*, became the company's longest-running show in its home city, coinciding with the opening of its first permanent venue at 1 Cartridge Place in Woolwich.

In 2024, *Viola's Room* debuted in Woolwich, marking a bold shift from Punchdrunk's signature mask performances. This intimate, barefoot sensory experience distilled two decades of the company's immersive expertise, using binaural sound to create a deeply personal journey. It transferred to The Shed, New York in Spring 2025.

In Autumn 2025, Punchdrunk launched a new live experience titled *Lander 23*, a live action video game-style immersive experience that merges the company's theatre practice with genuine game mechanics.

Alongside these landmark live theatrical experiences, Punchdrunk has taken its ground-breaking approach to cross-cultural collaborations in music, tech, fashion and TV: from projects with Rihanna to Jack White, Louis Vuitton to Alexander McQueen, and HBO to Brad Pitt's Plan B Studios – most recently with TV series *The Third Day*, starring Jude Law, Naomie Harris, Katherine Waterston, Emily Watson and Paddy Considine which included the Bafta-nominated live event: *The Third Day: Autumn*: a 12-hour live episode, filmed in one continuous take.

Punchdrunk's past theatrical works include: *The Drowned Man: A Hollywood Fable* (with the National Theatre), *The Crash of the Elysium* (Manchester International Festival), *The Duchess of Malfi* (with ENO), *Sleep No More* (with the American Repertory Theatre, Boston, Mass.), *It Felt Like A Kiss* (with Adam Curtis and Damon Albarn, Manchester International Festival), *Tunnel 228* (in collaboration with The Old Vic), *The Masque of the Red Death* (with Battersea Arts Centre), *Faust* (in collaboration with the National Theatre), and *The Burnt City*.

## THE ROLE

Punchdrunk is seeking experienced Draughtspersons to join our in-house design and production teams, supporting the development and delivery of large-scale immersive environments.

You will be responsible for producing and coordinating detailed drawing information across set design, technical disciplines and building interfaces, working closely with creative, technical and architectural teams to translate complex concepts into robust, buildable design packs.

Understanding how issued drawings are used by fabrication, scenic construction, and technical installation teams, and adjusting outputs accordingly to support safe, efficient delivery on site.

We are recruiting two distinct roles, one focused primarily on Rhino, and the other on SketchUp. Strong 2D CAD capability is essential for both roles.

## JOB DESCRIPTION | RESPONSIBILITIES INCLUDE

- Develop and manage a clear draughting strategy, supporting design development, revisions and issue tracking
- Tracking design queries, technical issues and drawing changes, and supporting the Production Manager in maintaining clear, auditable records of decisions and revisions.
- Produce accurate 2D and 3D drawings and models for sets, environments and building layouts  
Coordinate and integrate information from set, lighting, sound, rigging, SFX and architectural teams
- Support key conversations around world layouts, spatial planning and building modifications, liaising with architects where required
- Maintain version control, drawing registers and organised digital filing systems
- Respond efficiently to design changes, updates and feedback from creative and technical teams
- Participate in design meetings and production discussions as required

- Prioritise workload effectively to meet deadlines within a fast-paced production environment
- Uphold high standards of accuracy, clarity and consistency across all issued information
- Undertake any other reasonable duties required to deliver the role to a first-class standard
- Ensuring layouts account for audience flow, performer circulation, FOH/BOH separation and operational use of space within immersive environments
- Supporting design development during live construction or fit-up periods, responding to on-site technical queries where required.
- Keep all models (either Rhino or Sketch Up) accurately aligned with the AutoCAD ground plan as design develops.

## PERSON SPECIFICATION

### Essential

- High-level proficiency in Rhino or SketchUp (depending on role)
- Awareness of buildability, tolerances, fixing strategies and reversible construction approaches, particularly when working within existing or heritage buildings.
- Strong 2D CAD skills
- Excellent attention to detail in drafting, modelling and documentation
- Minimum 5 years' experience working within theatre, live events or related industries
- Strong spatial awareness and understanding of construction methodologies
- Ability to collaborate effectively across creative and technical disciplines
- Clear verbal and written communication skills
- Working knowledge of accessibility requirements and building regulations as they relate to spatial design

### Desirable

- Any Architectural qualifications (RIBA part 1 or equivalent)
- Proficiency in AutoCAD and SketchUp.
- Previous experience as a Draughtsperson in theatre, film, or related industries
- An interest in immersive and site-specific theatre and a desire to contribute to innovative and groundbreaking productions.

## NOTES TO APPLICANTS

This is a guide to the nature of the work required. It is not wholly comprehensive and may be reviewed with the post holder and the line manager from time to time. If you are called for an interview you will be required to sign Punchdrunk Non-Disclosure Agreement in advance of the meeting.

All applicants must be eligible to work within the UK.

**HOW TO APPLY** To apply, please complete the application form [here](#) providing your CV and a brief statement (maximum 2 A4 sides) describing your suitability for the position and *specifically* how your experience matches the person specification.

If you have any questions or are experiencing any difficulties with the application process, please contact us at [workwithus@punchdrunk.com](mailto:workwithus@punchdrunk.com).

Applicants should provide contact details for two references and we will seek your permission before making direct contact with any referees. Please note that it is likely we will seek to take up 1 reference for candidates progressing to a second interview, prior to making an offer.

As an Equal Opportunities Employer, Punchdrunk welcomes applications from all sectors of the community, regardless of gender, age, race, sexuality or disability and makes appointments based solely on ability to fulfil the duties of the post. Candidates who are shortlisted for interview will be given the opportunity to specify any access needs so that appropriate arrangements can be made.

We particularly welcome applications from applicants living in the Royal Borough of Greenwich.

#### **RECRUITMENT TIMELINE**

Deadline for Applications:

Project 1: Applications are being accepted on a rolling basis, with an immediate start.

Project 2: Applications close at 10:00 AM on Monday, 27th February 2026.

Interviews: Week commencing 6th March 2026

Contract Start Date: Week commencing 16th March 2026

We reserve the right to close this vacancy before the advertised closing date if we receive sufficient applications for the role. Therefore, if you are interested in this role, we encourage you to submit your application as early as possible.