

Broadcast Engineer / Transmitter Technician

KAKE-TV has an immediate opening for a Broadcast Television Transmitter Technician. This person will be responsible for repair, maintenance and installation of television transmitters and associated equipment. They will be responsible for stations compliance with FCC and FAA Rules and Regulations. The candidate must have strong skills in electronics theory and equipment maintenance.

Job Duties:

- Troubleshoot and repair VHF/UHF television transmitters and associated equipment
- Maintenance of microwave links
- Involves working with AC, DC and RF voltages in transmission equipment
- Maintenance of air conditioning systems
- Keep stations compliant with FCC Rules and Regulations as well as related local, state, federal and FAA regulations including monitoring EAS systems
- Generate new and update existing block diagrams using MS Visio
- Assist with repair and installation of various broadcast studio equipment as needed

Requirements and Skills:

- Knowledge of circuit theory and use of electronic test equipment
- Proficiency with spectrum analyzers, oscilloscopes, multi-meters, power meters and other equipment used to repair transmitter, microwave, video and audio equipment
- General knowledge and experience with mechanical-based equipment
- Knowledge of air conditioning systems and maintenance
- Familiarity with FCC regulations concerning television broadcasting, LPTV and EAS
- Good eyesight and hearing, ability to lift equipment that may exceed 50 pounds
- Strong communication, organizational and problem solving skills
- Available for on-call emergencies

Send resume and references to:

Lori Johnson, Business Manager KAKE-TV 1500 N. West Street Wichita, Kansas 67203 ljohnson@kake.com No phone calls, please

Lockwood Broadcast Group and KAKE-TV provides equal employment opportunities to all employees and applicants for employment. Pre-employment drug test is required as well as a background screen as allowed by federal, state, and local laws and regulations.