



Junior Broadcast Engineer

Badger & Combes
MediaCity, Salford
Full-time

Start your career in live broadcast engineering

Badger & Combes is looking for a **Junior Broadcast Engineer** to join our team at MediaCity in Salford.

We produce live broadcasts and digital content, working predominantly across **live sport**, alongside productions in **arts, culture, entertainment and events**.

This role is aimed at someone at the beginning of their career who is technically minded, enjoys solving problems and wants to develop practical skills across modern live television and digital production.

You do not need to know everything already.

We are looking for someone with the right combination of **technical curiosity, practical ability, reliability and enthusiasm to learn**.

What does a Broadcast Engineer do?

Broadcast engineers are the people who help make sure a live production actually works.

Behind every camera, microphone, replay, graphic and live stream is a technical infrastructure that has to be configured, connected, tested and monitored.

As a Junior Broadcast Engineer at Badger & Combes, you will learn how those systems work together and how to keep them operating reliably during live productions.

You could be working on anything from a multi-camera sports production to a live streamed cultural event.

What you'll be doing

Working alongside experienced members of our production and technical teams, you will develop skills across areas including:

- Setting up and testing broadcast equipment
- Preparing cameras and camera systems
- Running and testing SDI, fibre, network and audio connections
- Configuring video and audio signal paths
- Helping build multi-camera production systems

- Setting up monitors, routers and converters
- Supporting vision mixing and production equipment
- Working with broadcast graphics systems
- Configuring live streaming and encoding equipment
- Setting up IP networks for production
- Troubleshooting technical faults
- Preparing and maintaining production equipment
- Testing cables and connectors
- Assisting with equipment repairs and maintenance
- Rigging equipment at venues
- Monitoring systems during live broadcasts
- Helping de-rig and check equipment after productions

As your knowledge develops, you will be encouraged to take increasing responsibility for technical areas of our productions.

The technology

Our work involves a mixture of traditional broadcast engineering and newer IP-based production technology.

Depending on the production, you may gain experience with technologies including:

- SDI video
- Fibre
- HDMI
- Audio systems
- Broadcast cameras
- Vision mixers
- Video routers
- Replay systems
- Talkback and communications
- Live graphics
- Streaming encoders
- IP video
- Ethernet networking
- NDI
- SRT
- Video over IP
- Production servers

- Monitoring systems
- Intercom systems
- RF and wireless equipment

We do **not** expect a junior applicant to already understand all of these.

Learning them is part of the job.

Who we're looking for

This role could suit someone coming from a number of different backgrounds.

You might have studied:

- Broadcast engineering
- Television production technology
- Electronics
- Electrical engineering
- IT
- Computer networking
- AV technology
- Media production
- Sound engineering

Or you may simply have developed your technical skills independently.

You may already be the person friends or colleagues turn to when something isn't working.

That's the kind of curiosity we're interested in.

We'd particularly like someone who:

- Enjoys understanding how equipment works
- Is comfortable using computers and technology
- Has a basic understanding of networking
- Can think logically when diagnosing a problem
- Likes practical, hands-on work
- Is organised
- Takes care of equipment
- Can follow technical instructions
- Works well under pressure
- Is comfortable asking questions
- Wants to keep learning
- Enjoys being part of a production team

Basic knowledge of IP addresses, Ethernet, video signals, audio or electronics would be useful, but extensive professional broadcast experience is **not required**.

“You don’t need to arrive as a Broadcast Engineer”

That’s important.

We’re looking for someone who has the **potential to become one**.

You may have configured networks at home, built computers, repaired electronics, worked with cameras, installed AV systems or helped run technical equipment at college or university.

Those experiences matter.

We’re much more interested in your ability to understand technology and solve problems than in seeing a long list of television credits.

Learning on real productions

Badger & Combes believes strongly in developing emerging talent by giving people meaningful practical experience.

You won’t spend your first year simply watching other people work.

As your knowledge and confidence grow, you’ll be given the opportunity to work with professional broadcast systems on real productions.

That could include helping build a multi-camera system at a sports ground, configuring equipment for a live stream, diagnosing a signal problem or supporting a production while it is live.

There is no substitute for learning what happens when the programme is actually on air.

Live sport

A significant amount of our work is in **live sport**.

Live sport is one of the best environments in which to learn broadcast engineering because everything has to work reliably and there are no second takes.

You will begin to understand how complete production systems come together — from cameras at the side of the pitch through to sound, graphics, replay, vision mixing, communications and transmission.

Modern broadcast engineering is changing

Broadcast engineering isn’t just about cables and television signals anymore.

Modern production increasingly combines:

broadcast engineering + IT + networking + software + cloud technology.

We are particularly interested in developing people who want to understand both traditional broadcast systems and newer IP-based workflows.

That might eventually include technologies such as remote production, cloud production, IP contribution and distributed live workflows.

Based at MediaCity

The role is based with Badger & Combes at **MediaCity, Salford**, in the middle of one of the UK's largest broadcast and digital production communities.

You'll be working alongside people producing live content rather than learning engineering entirely from a classroom or workshop.

Working in live production

Live sport and events don't always happen Monday to Friday between 9am and 5pm.

The position will therefore include some:

- Evening work
- Weekend work
- Early starts
- Travel
- Work at venues around the UK

Flexibility is an important part of working in live broadcasting.

What matters to us

Technical ability can be developed.

The qualities we value most are:

Curiosity.

Reliability.

Attention to detail.

Problem solving.

A willingness to learn.

If something isn't working, we want someone whose instinct is:

“Why isn't that working — and how do I fix it?”

How to apply

We don't need a long formal covering letter.

Please send us:

1. Your CV or a short summary of your experience

2. Tell us about something technical you've built, fixed or configured

It doesn't have to be broadcast equipment.

It could be a computer, network, camera system, sound system, electronics project, streaming setup or something you've built yourself.

3. Tell us why broadcast engineering interests you

4. Tell us about the technology you already feel comfortable with

We're interested in your potential, not simply your existing credits.

Build the systems that make live television possible.

If you're technically curious and want to develop a career in **broadcast engineering, live production and emerging media technology**, we'd like to hear from you.

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MediaCity, Salford

Learn the technology. Solve real problems. Build real broadcasts.