Union Station Kansas City, Inc.
Position Description

Title: Maker Specialist
Department: Kansas City’s Science Center – Science City
Reports to: Science City Manager

Job Summary
Kansas City’s Science Center, Science City, is seeking a Maker Specialist to develop and facilitate programs that engage children of all ages in educational and inspiring hands-on “maker” experiences. We’re seeking a maker and educator that is considered expert in digital technologies, electronics, 3D printing, digital and traditional fabrication tools & techniques. This position manages and leads the course of the Maker Studio. They will coordinate programming, maintain tools & equipment, teach maker classes, and provide daily customer service. They should also have a background in education and strong classroom management skills. This position also works with the Science City team where they will become a valued member of the Science Center.

Kansas City’s Science Center – Science City
Science City at Union Station Kansas City, is a dynamic, hands-on science center featuring nearly 200 individual interactive exhibits and daily programming. Kids of all ages experience the amazing world of science first-hand through fun and engaging exhibits and programs. In addition to changing monthly themes and daily programs/activities open to all guests, the science center offers onsite curriculum-based programs to school groups (K-12), outreach programs and an onsite 9-week science summer camp. STEAM education is at the core of everything in the science center, be it exhibits, demonstrations, classes, shows, presentations or special events and programs. Annually, 200,000 guests visit Science City. Visit www.sciencecity.com for more information.

Position Responsibilities
The Maker Specialist is responsible for coordinating, planning, and implementing a variety of educational programs. They need to be able to engage kids’ creativity and spirit of exploration and invention through the use of tools and materials. Programs include self-guided drop-in experiences as well as more structured and in-depth workshops and organized group visits. The Maker Specialist is responsible for developing programming to fit within Science City’s overall monthly themes, develop up to date maker classroom courses, maintain local maker community connections, and more. Their work involves designing imaginative learning experiences, articulating program objectives, developing “learning guides” to train volunteers and other Science City Educators on how to facilitate the programs, and leading and/or supporting program facilitation. This individual must stay connected to current national and local maker movements, technologies, and programming. The Maker Specialist is a core member of the Science City Educator Team and is responsible for fostering an inquiry-based, self-directed learning environment and encouraging a sense of wonder and discovery throughout Science
City programs. The Maker Specialist helps set the tone for visitor interactions and is expected to contribute to a positive collaborative culture that is conducive to active learning and exploration.

**Job related duties:**
- Manage the Maker Studio
- Coordinate Maker Studio programming
- Program activities for the Maker Studio
- Act as an Educator within the Maker Studio
- Maintain equipment & tools
- Keep abreast of happenings in the maker movement
- Liaison with management & other USKC teams/dept.
- Liaison with local & national makers & Makerspaces
- Participate in discussions/events within local & national maker community
- Grant writing & reporting
- Collaborate with Science City staff for continued mutual growth
- Duties as required for all Science City staff

**Qualifications**
- Bachelor’s degree in science, education or a related field is preferred or equivalent experience in a STEAM related field.
- The candidate must have a minimum of 2 years experience teaching either informally or in a classroom setting.
- Demonstrated experience designing and leading “maker” education programming and/or hands-on programming for elementary and middle school aged youth that integrates science, technology, engineering, art and math.
- Readiness to apply your skills as a Maker to plan, prep, and present programs that include digital fabrication, 3D print design, basic electronics, manufacturing technology, circuits, and sculpture, fiber arts/sewing, physical computing, printmaking, woodworking, and a range of tinkering and experimental programs.
- An understanding of basic file creation for tools like vinyl and laser cutters, and 3d model creation such as TinkerCAD.
- Ability to work collaboratively with a Maker Educator in the Studio.
- Excellent verbal and written communication skills and ability to effectively communicate with a wide variety of audiences including children, teachers, parents/caregivers and community members
- Must be adaptable, flexible, and enthusiastic while interacting with groups of elementary and middle school students in informal settings.
- Experience working with diverse groups and communities
- Willingness to work evenings and weekends as needed
- Flexibility, sense of humor, highly collaborative, and resourceful
- Excellent interpersonal skills
- A valid driver’s license is required

*Union Station Kansas City is committed to employing a drug-free and diverse work force. EOE M/F/D*

**To Apply:**
Send resume and cover letter to:
Union Station Kansas City
Human Resources Department
30 W. Pershing Road
Suite 400  
Kansas City, MO 64108-2422  
Or email your résumé to: employment@unionstation.org