

fuel

Development Producer

Job Pack

May 2026



About Fuel

Fuel leads the field in independent producing in the UK's live performance sector, working with brilliant artists to explore the big questions of our times, shining a light on how we relate to each other and the world around us, and telling untold stories by under-represented voices. From theatres to car parks, from schools to public spaces, Fuel produces high quality new theatre that reaches diverse audiences across the UK and internationally. Fuel collaborates with outstanding theatre makers with fresh perspectives and approaches who produce shows, performances or experiences which have direct and playful relationships with their audiences.

Fuel is celebrated for its pioneering producing model that develops innovative ideas through attentive collaboration, a spirit of curiosity, and an emphasis on trust. Fuel has developed a reputation for spirited and surprising new theatre, deep relationships with a wide range of artists, and passionate commitment to inclusion and care for young and diverse audiences.

Fuel was founded in 2004 and is led by Kate McGrath. Since its story began, Fuel has produced shows, festivals, films, installations, podcasts, apps and books. In doing so, Fuel has supported the artistic development of over 120 lead artists or companies and reached more than 1.5 million people, live and digitally, hosted over a hundred internships and been recognised with awards for its work. Fuel is currently working with artists and companies including Khalid Abdalla, Will Adamsdale, Inua Ellams, Charlie Josephine, Lucian Msamati, Racheal Ofori, Toby Olié, Joelle Taylor, and Melanie Wilson.



OUR VALUES

The discovery of the new relies on curiosity. It is at the heart of how we work as a team, keeping us open to surprises, risks and learning, and we celebrate it in the artists and colleagues we collaborate with.

CURIOSITY

Producing is creating something new in collaboration with others. In producing we seek to embolden, support and celebrate the creativity of everyone we work with and for.

CREATIVITY

Trust is the foundation on which people take risks and collaborate productively. We work hard to build trust by delivering on our promises, and we invite our audiences to trust us as we invite them to be part of a magical moment of live collaboration.

TRUST



OUR VALUES

Only through taking risks, and learning from our successes and our mistakes, can we create genuinely insightful and affecting work. We believe listening and learning can enable everyone we work with to achieve their potential.

LEARNING

Performance is representation and we believe the people who make it and experience it should be representative of the diversity of the world we live in.

We seek to break down barriers and enable everyone to participate freely in cultural life.

REPRESENTATION

SUSTAINABILITY

We are working towards a zero waste, zero carbon future and are committed to massive reduction in the carbon cost of our work. We believe it is possible and essential to create art without further harming the earth for future generations.

Our Current Programme

Our programme encompasses brand new commissions and collaborations with artists, partners and communities across the UK and beyond, as well as tours including *Nowhere* by Khalid Abdalla, *Once Upon a Time in Sokoto* by Inua Ellams, and Ross Collins' *There's a Bear on My Chair*, adapted and directed by Toby Olié.

Digital work includes *Dreaming Species*, an online listening experience by Melanie Wilson and *Fuelling Change*, a podcast series by Fuel's Artistic Director & CEO Kate McGrath.

Fuel is proud to work in collaboration with a brilliant cohort of artists and a range of partner organisations to create this programme across the UK and beyond.

FLIP! Photo: Tristram Kenton



Job Description

Fuel is looking for a Development Producer to spearhead its artistic development activity. The Development Producer will make a significant contribution to Fuel's aims around artistic progression and bespoke approach to research and development and will involve working closely with the Artistic Director & CEO and Head of Programme as well as feeding into the life and work of the wider organisation.

We are an equal opportunities employer, and we encourage applications from all suitably qualified persons, regardless of sex, gender, sexual orientation, marital or civil partnership status, race, ethnicity, socio-economic background, disability, religion or belief, national origin, pregnancy or maternity, or age. We actively welcome applicants from backgrounds that are currently under-represented in the arts sector. Candidates can be based anywhere in the UK.

Line Manager: Head of Programme

Other Key Relationships: This role involves working closely with the entire Fuel team.

Key Responsibilities and Duties

Fundraising and Resourcing

To work closely with the Artistic Director & CEO and Head of Programme on resourcing artistic development activity:

- Bids – to draft, submit and manage grants and reports for artist development activity, logging and learning from feedback.
- Partners – to create resources and collaborate with the Artistic Director & CEO, Head of Programme and Senior Producer to secure commissioning and co-producing partners.
- Target – to secure a target of £100k per year for Fuel's artistic development activity Initiative – to identify funding streams, including individuals and corporates, to support Fuel's artistic development activity.
- Care – to work with care and consideration for Fuel's values, ethos, frameworks and overall fundraising strategy, and in collaboration with the team.

Programme Planning

- To plan and line produce artistic development activity:
- Relationships – to maintain trusting and supportive relationships with artists and with existing and potential partners and funders, ensuring clear and regular internal and external communication in correspondence including invitations and meetings and through keeping systems and trackers up to date at all times.
- Collaboration – to work with artists and the Fuel team throughout the early-stage development of new ideas, developing and delivering a clear strategy for the development of each piece of work. The role will involve collaborating closely with the lead producer for each project, to plan ahead in development of the work and, ensuring at all times that relevant team members have a good awareness of the project's development.
- Planning – to work with artists and the team at Fuel to schedule activity in advance.
- Financial management and contracts – to draft and manage budgets and cashflows; to process contracts and payments.
- Communications – to collaborate with the Communications Manager to prepare social media and marketing assets for development projects; to feed into and/or deliver communications campaigns where required; to gather feedback from audiences where required.
- Logistics – to negotiate and draft contracts and co-commissioning contracts with partners, to liaise with agents where required. To ensure travel and accommodation are made and communicated to a high standard; to create and maintain contact information.
- Momentum – to report to the Head of Programme and Artistic Director & CEO on a regular basis on the progress of projects, highlighting challenges and proposing solutions.
- Learning – to learn from development and production models across Fuel's programme, identifying opportunities for replication as well as innovation.

Evaluation and Legacy

- Aims – to set aims and targets by mutual agreement in advance of every project and to ensure aims are shared, learning is enabled and legacy is considered throughout each project.
- Monitoring – to ensure regular check-ins and monitoring are continuous throughout projects.

- Evaluation – to complete all necessary evaluation according to Fuel’s framework and methodology including end of project reports, data collection, and meeting the requirements of funders and partners.
- Legacy – to work closely with the Planning (Fuel’s term for senior development) team to secure resources for future artistic development activity.

General Duties

- To actively share skills and knowledge with the team so new ways of working and good practices can be shared.
- To attend regular meetings with members of the Fuel team and other internal and external meetings.
- To attend all relevant work in progress, previews, press nights, and launch events.
- To keep up to date with current arts policy and to report developments to the team
- To work with the team to ensure the smooth running of all aspects of Fuel.
- To follow Fuel’s policies and contribute to their ongoing reviews.
- To undertake any other duties as reasonably requested by the Head of Programme or Artistic Director & CEO.

This list is indicative rather than comprehensive, and flexibility to the job role and tasks is required.

Fuel is interested in and keen to support ongoing professional development and will work closely with the post-holder to ensure that their needs in this area are met. Fuel offers a training budget and mentoring support.

Skills, Attributes, Knowledge and Experience

Essential

- A minimum of three years' experience of artistic development work.
- An understanding of and a passion for contemporary theatre and live performance.
- Excellent interpersonal, negotiation, and relationship management skills and the ability to work with a wide range of people from varied backgrounds.
- Strong attention to detail with excellent written communication skills.
- A demonstrable track record in successfully steering R&D from start to finish.
- Excellent financial literacy and proven experience of effectively managing budgets of at least £15,000.
- Proven success in fundraising from statutory and contributed sources.
- Efficient and organised with excellent planning skills, the ability to deal with multiple tasks at once, and act on own initiative.
- Commitment to collaborative working.

Desired

- Experience with collaboration outside the arts sector.
- Understanding of the live performance and wider arts and cultural sector in the UK.
- Experience in digital arts projects.
- Experience in the commercial arts sector.
- Working knowledge of QuickBooks or other accounting systems.
- Familiarity with Fuel's projects, the artists we work with and audiences with whom we engage.

Terms

Salary and Benefits

- £32,000 – £35,000 per year FTE, depending on experience.
- Full time, permanent.
- We are open to discussing flexible working including part-time options.
- Fuel offers a designated stakeholder pension scheme.

Hours

- 40 hours per week.
- Core hours are 10am–3pm, with some flexibility around starting and finishing times (for example, employees can work 10am–6pm or 8am–4pm).
- Some evening and weekend work may be required. Fuel operates a Time Off In Lieu system.

Base

- Hybrid working, with a minimum of two days every fortnight or four days every four weeks from the office (Somerset House, London, WC2R 1LA), for full time employees based outside of London and a minimum of two days every week for full time employees based in London.
- We welcome applications from candidates based anywhere in the UK.
- The role involves travel around the UK with on-site work as required by specific projects.

Holiday

- 25 days per year plus bank holidays.
- After two years' service this may be increased by one extra day per year, up to a maximum of 30 days.

Probationary Period

- 3 months.

Notice Period

- 3 months.

General Notes

This Job Pack is indicative rather than comprehensive, and flexibility to the job role and tasks is required. We are particularly keen to hear from applicants from backgrounds that are currently under-represented in the arts sectors.

There's a Bear on my Chair. Photo: Dan Tsantillis



Application Instructions

You can find the application form and pack with full details [here](#).

We are holding drop-in online question & answer session on Friday 12 June at 5pm. If you would like to attend, please email admin@fueltheatre.com and we will send you the Zoom invitation link. Please let us know if you have any access requirements for this session.

Please submit your application by e-mail to arrive by 10am on Monday 22 June 2026 to admin@fueltheatre.com.

We want you to complete your application in a way that is comfortable for you. We will accept video and audio files that answer the questions listed in the application form. Please ensure your recording is no longer than 5 minutes.

Contacts

If you have any questions about the job pack, application form, or recruitment process, please contact admin@fueltheatre.com.

If you have any questions about the role, please contact Luke Holbrook, Head of Programme, at luke@fueltheatre.com.