

# BIOMECHANIST AND ANALYST

**Full Time**  
**£35,000 - £40,000 per annum (salary dependent on experience)**

**The normal place of work will be the Aquatics GB Loughborough Performance Centre**

*Aquatics GB operates an Agile Working Policy*

This is an exciting time to be a part of our Aquatics GB Team, at the start of the Los Angeles 2028 cycle. As a crucial member of our team, you will have the opportunity as a Biomechanist and Analyst to work with our Olympic swimmers in the dynamic environment at the Loughborough Performance Centre. You will also support our network athletes either through their visits to the Loughborough Performance Centre as a hub or through visits to where they are located. In addition, there is the opportunity to be involved and support cross aquatics biomechanics work with Diving and Para Swimming.

If you have a strong ambition to be a part of a successful, high-performance programme, working alongside elite athletes, and you embody qualities of collaboration, excellent communication and world-class biomechanics and analysis skills, we want to hear from you.

In order to apply please complete the application form and submit a video, no more than 2 minutes long, answering both of the following questions:

1. What is your experience supporting athletes using biomechanics to improve performance?
2. What is your experience using biomechanics and analysis skills to work with multi-disciplinary teams of coaches and support staff?

To obtain an application pack contact [peopledepartment@aquaticsgb.com](mailto:peopledepartment@aquaticsgb.com) or download a pack from our website <https://www.aquaticsgb.com>.

Both the completed application form and video will need to be submitted to [peopledepartment@aquaticsgb.com](mailto:peopledepartment@aquaticsgb.com)

Closing date: 12.00 noon on Wednesday 15<sup>th</sup> January 2025

Interview date: Friday 24<sup>th</sup> January 2025 at SportPark, Loughborough

Please note Aquatics GB is unable to conduct an anonymous application process for this role due to the video submission.

