En-Liang (Leon) Lee

BsC Computer Science and Mathematics Graduate. Graduated with a 2:1 Classification, while balancing work at the University's Theatre society.

Education

University of Edinburgh
09/2021 - 06/2025

BsC Computer Science and Mathematics
Graduated with Honours, 2:1 Classification
First classification in Senior Honours Project: *A Translation Measuring the Relative Expressiveness between CSP and ACP*

Liberton High School
08/2015 - 06/2021

Advanced Highers: AAC, Highers: AAAABB

Work experience

Technical Manager
04/2025 - 09/2025

Bedlam Fringe

- Liaised and co-operated with 23 companies regarding technical requirements over the 2025 Festival Fringe.
- Designed and led the rigging of lighting fixtures, as well as creating a simple TCP network for consoles to communicate via the OSC protocol.
- Team Leader to three Venue Technicians, responsible for managing the lighting and sound equipment in a 90-seat theatre over Fringe.
- Created and performed Project Management through the cloud-based database application Airtable.

Technical Manager
04/2024 - 04/2025

Bedlam Theatre
Volunteered at the Bedlam Theatre, working to maintain the technical equipment, and providing support to show teams performing at the venue.

- Supported student technicians working on shows, providing technical knowledge and ensuring that they work safely and realistically.
- Taught the knowledge of technical equipment through workshops and beginner-friendly shows, as well as training technical crew safe practices.
- Maintained the equipment in the Bedlam Theatre, including replacements for bulbs, managing cables, and any other equipment/fixture repairs.
- Managed hires of equipment with any clients wanting to use the equipment in the Bedlam Theatre.

Projects

Base Showfile - Bedlam Fringe 2025
Github Link

- Designed and implemented a show file for the lighting plot used at the Bedlam Fringe 2025, a 90 seat Auditorium with a scaffolding rig.
- Used Vectorworks 2025 to create the lighting plot, and from that I created documentation, and an EOS show file with an Augment3d file, palettes, and a detailed magic sheet for shows to pre-program before the Fringe.

Vectorworks - Bedlam Theatre
Github Link

- Designed a Vectorworks model of the Bedlam Theatre that can be exported to MVR for use in pre-visualisation software such as EOS Augment3d, or Vectorworks Vision. The model was designed using a basic floor plan and manual measurements. Created custom fixtures, classes, and layer structure to make the file accessible to technicians unfamiliar to the software and file.

Skills

General Skills

- Good communication skills from liaising with teams performing shows at the Bedlam Theatre.
- Teamwork and leadership skills from working alongside and training Venue Technicians as the Technical Manager during Fringe 2025.
- Ability to work well and efficiently manage large workloads from balancing Theatre work with my degree.

Programming Experience

- Python & Jupyter Notebooks
- Java
- HTML/CSS
- Lua

Mathematics Experience

- Abstract Algebra
- Real Analysis
- Differential Equations, Several Variable Calculus

Other Skills

- LaTeX
- Git
- Bash

Contact

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- +44 7392 381253
- enliang.leon.lee@gmail.com
- github.com/leon0241

Vectorworks - theSpace On The Mile

- Designed a Vectorworks model of theSpace On The Mile, Space 1 from manual measurements during Fringe 2024. This was then used to help the technical get-in of the venue during Fringe 2025.

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