En-Liang (Leon) Lee

Skills

- Leadership, teamwork, and communication from managing show teams, as well as being Technical Manager of the Bedlam Theatre.
- Knowledgeable in many aspects of technical theatre, especially lighting and sound.
- Ability to work well and efficiently manage workloads under pressure especially during quick changeovers.

Work experience

Technical Manager — 04/2025 - 09/2025
Bedlam Fringe

- Liaised and co-operated with 23 companies regarding technical requirements in the pre-production leading up to the 2025 Festival Fringe.
- Designed the lighting rig in Vectorworks, organised lighting hires for certain fixtures used in the venue, created a base show file for shows to pre-program, and led the technical get-in for patching, rigging, and focusing the lighting rig.
- Team Leader to three Venue Technicians, working together during the Fringe festival to run the lighting and sound equipment in a 90-seat theatre, as well as ensuring changeovers run smoothly and shows run on time.
- Set up and performed Project Management through the cloud-based database application Airtable.

Technical Manager — 04/2024 - 04/2025
Bedlam Theatre

- Provided support for any technicians for any shows in the venue, ensuring that they work in a safe manner and plan realistically.
- Taught the knowledge of technical equipment through workshops and beginner-friendly shows, as well as training technical crew safe practices through Ladder training.
- Maintained the technical equipment in the Bedlam Theatre, including replacements for bulbs, managing and replacing cables, and any other equipment/fixture repairs.
- Managed hires of equipment with any clients wanting to use the equipment in the Bedlam Theatre.

Fringe Venue Technician — 2022, 2023, 2024
theSpaceUK

- Worked the get-in for various sized venues, including rigging, patching, power plans, focusing, truss, and deck building.
- Managed fast changeovers for up to three small (50 - 100) theatre spaces at a time.
- Experience in operating sound and lighting cues for shows.

Technician/Designer — 2022 - Present
Various

- Technical Manager for over 25 student productions and crew member of over 50 across 3 years, with versatility in designing and operating sound, lighting, and projection, including a sell-out show over 4 nights, and multiple Fringe shows.
- Designed rig plans in LXFree and Vectorworks, creating get-in/get-out plans, and experience with rigging at heights.

Technical Experience

LX Experience

Experience programming, patching, and operating on the following lighting consoles:

- ETC EOS including Nomad
- Zero88 FLX
- Zero88 Jester, Frog
- ChromaQ StageCL
- Chamsys QuickQ

SX Experience

Experience patching, routing, and live mixing on a variety of analogue desks, and the following digital consoles:

- Behringer X32
- Yamaha QL5

Software Experience

Experience using the following softwares:

- Designing in Qlab 4/5
- TheatreMix
- Vectorworks 2025, and VWX Vision
- Microsoft Excel
- Airtable

Technical Experience

Experience in the following aspects:

- Rigging, patching, and focusing generic and intelligent lights.
- Designing lighting plots and Vectorworks models for multiple small theatre spaces.
- Setting up simple network configurations for OSC and AES50, as well as basic Dante setups.

Education

University of Edinburgh
09/2021 - 06/2025

BsC Computer Science & Mathematics
Graduated with Hons. 2:1

Contact

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Projects

Sound Designer - Singin' in the Rain
A1 for a student production of Singin' in the Rain, with 24 actors, 19 microphones, and a 17 piece band. Responsible for mic plots, organising mic swaps, patching and leading the SX get-in, as well as managing 2 assistant SDs and 5 sound assistants to ensure the show runs smoothly.

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.

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.