

Angus Cha

He/Him

For Technician's Rep

Second Year Engineering, Kings College

Hey everyone, I'm Angus and I'm running for technician's rep! When I'm not working on lights, I spend time fixing lights, planning lights, thinking about lights, or TDing!

Experience:

Arcadia, Technical Director
Panto 2023, Lighting Designer
Metamorphosis, Technical Director
Kiss Me, Kate, Lighting Designer
Chess, Lighting Designer



Tech Role Guides + Library

Most knowledge in the ADC gets lost after a show, so begin to include lighting plots, sound rigs, desk plans projection files and digitised logs into a database. Maintain/update the technical guides to reflect changes in the building, and create flowcharts for common issues that keep popping up

Level-Up Workshops

Run workshops on all areas of tech. Want to learn Lighting 101? Custom Electronics? QLab basics? Approaches to troubleshooting? This will reduce the burden on "experienced" techies fixing issues, and provides ways to try new roles, make tech less frustrating, and encourage more (safe and fun) CHAOS!

Demystifying Tech

What do techies actually do?? Encourage prod teams to push the limits of what's possible (whilst being realistic), continue running tech for directors workshops, and make opportunities for techies to learn through low commitment roles

More Get-Involved Opportunities

We need more crew. Continue to run small get involved opportunities outside of freshers week and encourage no-experience roles to be filled with new techies. Run tech "taster" sessions and push for shows to have actual "shadowing" opportunities

Rethink Tech Welfare + 16 Hour Rule

Encourage shows to use tech welfare reps and establish clearer/a more reasonable "time out" system to prevent burnout, shows not going up and make shows as enjoyable as possible

Continuing Mentoring System

Actively push people to sign up for the tech mentoring system, and make the most of the current experience in the building