

# Audrey Geipel

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After attending college and getting a job in Los Angeles, I have relocated to Minneapolis to live closer to family. I have an eclectic background, but I believe my past experience has allowed me to develop many cross-functional skills.

## *Work Experience*

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### **Python Developer / Technical Resource Administrator, Dreamworks Animation** Los Angeles, CA [August 2021-September 2023]

- Coding new tools and functions to fit into existing crons and scripts, primarily in Python, responsible for Github repos that automate wrangling processes and expedite project workflows, all using a CI/CD pipeline and Agile methodology
- Wrangler on the 24/7 render farm for DreamWorks' animated feature films. Responsible for monitoring rendering jobs and Linux farm servers, supporting all stages of the production pipeline. Used Azure for cloudbursts on the farm when production needs demanded. Working on both an in-house farm software using HTCondor, and with Deadline software.
- First line of problem solving for server related outages, working cross functionally with production artists, technical directors, and technology teams to solve production-blocking issues
- Working in Django to create web tools to make frequent job tasks easier and more automated
- Overlap with the data team, using Grafana and Tableau to track the performance of nodes on the server farm, as well as render job performance across productions
- Basic use of SQL, often integrated into python scripts, to monitor the performance of crons and of the render tasks on the farm

### **Front of House, Milk Bar** Los Angeles, CA [May 2019 - August 2021]

- Worked front-of-house at a bakery, preparing food and assisting customers
- Balanced academic success with a demanding work schedule, thriving in a culture that held high quality and reliability expectations

## *Skills*

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- Python, Django, Github, Linux, Agile, Jenkins, HTML, CSS, C++, CI/CD, Javascript, Azure
- Creative Tools: Maya, Photoshop, Adobe Premiere, Houdini, Unreal, and Unity

## *Education*

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### **University of Southern California** (2021)

- B.A. Applied and Computational Mathematics, Emphasis in Physics
- 3D Animation Minor - School of Cinematic Arts

## *Extracurricular Activities*

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### **Autonomous Underwater Vehicle Team** USC [June 2018- May 2019]

- Created a Python algorithm to identify and locate objects underwater
- Programmed PWM commands to control submarine motors to track located

### **Mellophone Section Leader - Trojan Marching Band** USC [August 2017 - April 2020]

- Proven to be a quick and dedicated learner, committed to excellence
- Elected section leader by peers during the sophomore season
- Grew the section from 7 to 16 members in one year, mentoring 8 incoming freshmen
- Won "Most Improved Section" award