

**Audrey Geipel**  
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(317) 709-8909  
Los Angeles, CA

### Skills

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- Classroom and real-world experience in C++, C, Java, MATLAB, Python, and HTML/CSS, and knowledge of Linux commands
- Proficient in Maya, Photoshop, and Adobe Premiere
- Basic knowledge Houdini, Unreal, and Unity
- Experience with rendering in Arnold and Redshift
- Proven learning agility with coding languages and software
- Comfortable in both technical and artistic settings, including alternating between settings effectively

### Education and Coursework Highlights

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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
  - Classes in Procedural Animation, Virtual Reality, and 3-D Modelling

### Extracurricular Activities

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

- Created algorithm, in Python, to locate and steer towards objects underwater via cameras
- Command submarine motors to track located objects using PWM

#### **USC Virtual Reality Incubator Team USC [September 2018 - May 2019]**

- Working with Unity software to code virtual reality experiences
- Using C# in Unity to program object behavior

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

- Proven to be a quick and dedicated learner, committed to excellence, with strong time management and leadership skills
- Elected section leader as a sophomore, despite no prior marching band or musical experience
- Used leadership skills to grow the section from 7 to 16 members in one year and win “Most Improved Section” award

### Work Experience

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#### **Momofuku Milk Bar Los Angeles, CA [May 2019 - present]**

- Working front-of-house at a bakery, preparing food and helping customers.
- Proven to be a hard-working and reliable employee, while also attending school full-time