

Andrew Grathwohl

Résumé

Experience

- Jun 2015–Sep 2015 **Backend Engineer**, OVERTURE.ME, New York.
- Owned the design and implementation of an unprecedented cloud-based media processing backend. Was responsible for all media QA and transcoding operations, while also serving as scrum master. Some noteworthy problems I solved include:
- How to automatically quality-check dozens of user-uploaded video clips within a moment's notice.
 - An automated means for sanitizing video data from iOS devices.
 - Designed a Cucumber test framework that allowed for the testing of low-level media properties.
- Jan 2015–Jun 2015 **Audio Scientist**, SPOKENLAYER, New York.
- A founding member of SpokenLayer, an audio distribution platform that turns text content into engaging audio stories. Tasked with building a high-volume audio processing infrastructure. The backend was in charge of serving high-profile publishing clients such as Reuters, Associated Press, and TIME. Worked with TargetSpot and Midroll ad networks to monetize content with sponsorship from Hyundai and Squarespace.
- Oct 2013–Dec 2014 **ACX Production Coordinator**, AMAZON.COM, Newark, NJ.
- As ACX's Production Coordinator, I wore many hats. While more widely-known as ACX's "Audio Scientist," I was primarily in charge of constructing a media validation pipeline, which became a permanent fixture in Amazon's media ecosystem, and even spawned its own internal department.
- While in charge of this department, I managed three direct-report engineers in the QA of all Audible.com media. In addition, I was the primary author of copy and marketing content for ACX's audio producer ecosystem, and established all QA guidelines and methodologies.
- My achievements were essential to ACX's continued scaling and growth. Under my leadership, the ACX platform increased its throughput from 700 audiobooks per year to over 20,000.
- Detailed achievements:**
- Owned the audio operations and user-facing audio services of ACX.com
 - Implemented an automated audio QC and data extraction platform, which processes over 50,000 hours of audio per year.
 - Ran a three-person agile team dedicated to audio data insights and business prioritization:
 - Established business goals and KPIs sourced from audio content data.
 - Parsed validation data to discover which aspects to audiobook creation gave users the most difficulty.
 - Designed new website services to help and maintain users' media quality assurance success rates.
- Oct 2011–Sep 2013 **Post-Production Associate**, AUDIBLE.COM, Newark, NJ.
- Audiobook content creator, editor, and mastering engineer. Took ownership of all departmental audio QA, developed several department services to improve the ease of content production, and received a promotion to Amazon's ACX department in recognition of these contributions.

Technical Skills

- Programming Ruby, Javascript, Python, Perl, Rust, Go, R, Coffeescript, HTML, CSS, L^AT_EX
- Libraries FFmpeg, SoX, x264, avidemux, QuickTime, MP4Box
- Platforms AWS, Redis, Selenium, Ansible, Chef, Cucumber, Thor, Vagrant, Git, Hadoop
- Methodologies Scrum, agile software development, continuous integration, test-driven development

Education

- 2007–2011 **Bachelor's of Science, Recording Arts**, Indiana University, Jacobs School of Music.