

Jennifer Brola, DPS, MFA

1-914-266-0035 linkedin@jenniferbrola.com [linkedin.com/in/jenniferbrola/](https://www.linkedin.com/in/jenniferbrola/)



TECHNICAL PROJECT MANAGER

- ✓ 15+ years of experience in a technical development environment, driving end-user satisfaction and meeting organizational goals.
- ✓ Takes ownership of projects and thrives in dynamic environment—creating synergy among teams.
- ✓ Experience leading groups in Agile environment with unique ability to bridge creative, managerial, and engineering requirements.

AREAS OF EXPERTISE

Project Management
UI/UX Research & Design
Application Development
Waterfall Methodologies

Content Management
Curriculum Development
Software Engineering
Performance Monitoring

Team Management
Relationship Management
Product Development
Sprint Cycle Planning

IT TOOLKIT & SKILLS

Scripting/Web Languages:	CSS, HTML, JavaScript, PHP/mysql, Python, REST, Shotgrid API
Operating Systems:	Linux, Mac, Windows
Development Tools:	Bitbucket, Git, SVN
Productivity Tools:	Adobe XD, Google Analytics, Confluence, Drupal, Figma, Google Workspace, JIRA, Maya, Monday, Office, Photoshop, Shotgrid, Slack, Teams, WordPress, Zoom

PROFESSIONAL EXPERIENCE

Production Developer – Rockstar Games @ Take-Two Interactive (2021-present)

Liaised between Technical Art and Systems groups to tune and maintain the 15 on-premises servers of Shotgrid Enterprise Docker (production, staging, and development clusters). Collaborated with team members to troubleshoot data integration issues between task management systems. Supported production management across eight offices and nine time zones (from Edinburgh to San Diego). Coached production management in both Scrum and user experience design within the scope of web application development.

- ✓ Created a “model home” project in Shotgrid and seeded it with 3 asset and 4 tool entities, 31 file attachments, a 40-task template, 170 deployed tasks, 10 phases, 16 pipeline steps, 15 notes (with annotations), custom fields/statuses and time log data. Used it to demonstrate sprint planning, delivery projections, dynamic Gantt charts, burndown charts, and other data visualizations.
- ✓ Included as a proxy for production managers in various capacities, from being a substitute chair in meetings to pitching organization-wide projects, such as the adoption of a learning management system.

Software Engineer – Blue Sky Studios @ Walt Disney Studios (2019-2021)

Supervised two production technology initiatives, “Production Management Software Development” and “Media Playback, Reviews, and Web Interfaces,” as product owner and scrum master. Championed and created software interface prototypes using UX/UI principles. Managed event-triggered automation, wrote procedural Python scripts, and coordinated local server upgrades across three production servers, two staging servers, and development server using Shotgun Enterprise Console for Docker—supporting all levels of staff from artists to executives.

- ✓ Utilized Scrum to prioritize the backlog, lead daily standups, provide weekly scrum reports, facilitate biweekly sprint reviews, run biweekly sprint planning, hold monthly retrospectives, and coordinate executive-level “initiative syncs.”
- ✓ Led five member Media team to surpass project expectations, with media review products resulting in over 202K organic in-house pageviews (40% > 10 min., 19% > 30min.) within the first 2 years.
- ✓ Maintained 19+ active projects in Shotgun containing sum of >3.3M itemized tasks, each attached to one of 240 handcrafted templates; Supported 1,395 employees at 1:500 ratio, and >11,285 customized pages – including dashboards and reports.

Experience Continued...

- ✓ Established the studio's first-ever structured learning and development experience, using blended learning designs with SMART goals and authentic assessments within the ADDIE model. Training resulted in faster adoption of media review products as well as a permanent L&D group of 2-4 staff members.

Production Engineer – Blue Sky Studios @ 20th Century Fox (2012-2019)

Maintained content management systems, production/bug tracking and created standalone web-based tools.

- ✓ Transitioned production tracking from proprietary Diego system to industry-leading Shotgun platform. Migrated Drupal-based CMS to Confluence, which would grow to > 210K pages of user-generated content.
- ✓ Combined two Mantis-based bug trackers and 4,821 production engineering Shotgun tickets to single instance of JIRA; tracking of technical tasks, bugs and feature requests increased to > 71K in 9 years.
- ✓ Resolved 1,341 tasks, bugs, and feature requests in JIRA; communicated regularly with Autodesk in 227 documented threads, weekly/monthly conference calls.
- ✓ Designed and then converted (PHP>JIRA/Python) system that ultimately cataloged, approved, and generated >67,906 supervisor-approved meal vouchers for staff working overtime.
- ✓ Designed and developed a web-based, searchable image gallery for show-based Crowds, Fur, and Materials assets, as well as an Effects Library, on a Django server stack.

Layout Technical Assistant – Blue Sky Studios @ 20th Century Fox (2008, 2010-2012)

Prepared files, performed quality control, and provided support in project planning and delivery.

- ✓ Projects featured in film credits for major hits *"Ice Age: Dawn of the Dinosaurs," "Rio," "Ice Age: Continental Drift,"* and *"Epic."*
- ✓ For *'Epic'* alone, completed over 2,192 tracked tasks, including 946 Pre-Workbook Preps, 702 Post-Workbook Preps, 282 Final Layout Preps, 3 Camera Adjustments, and 1 Final Layout.

Senior Web Applications Developer – Blue Sky Studios @ 20th Century Fox (2008-2009)

Delivered design, planning, and programming support for production information and tracking systems.

- ✓ Curated 5 active shows in Diego, the proprietary production tracking system, as well as assisted in the maintenance of the platform itself. Mentored junior team members.
- ✓ Maintained 2 Mantis-based bug trackers: one serving technical directors, the other for R&D.

Intranet Developer / Production Programmer – Blue Sky Studios @ 20th Century Fox (2005-2008)

Installed and maintained content management systems and supported external web-based projects.

- ✓ Upgraded the original public website, built in 2002, with a custom PHP/mysql CMS that would last 7yrs. Maintained it with fresh imagery and recruiting information; built rich media ads for wide distribution.
- ✓ Installed, modified, and maintained the studio's first intranet, a Drupal-based CMS.

EDUCATION

Bachelor of Science in Architectural Design

Thomas Jefferson University (43 Courses)

Master of Science in Learning Design & Technology

University of Maryland Global Campus (9 Courses)

Master of Fine Arts in Digital Production

Clemson University (20 Courses)

Doctor of Professional Studies in Applied Computing

Pace University (20 Courses)

CERTIFICATIONS

Professional Certificate in Applied Project Management » University of California

Professional Certificate in Human-Computer Interaction » Georgia Institute of Technology

Professional Scrum Product Owner, Scrum Master, and Scrum with UX Certifications » Scrum.org

UX/UI Course Certifications (10) » Interaction Design Foundation

PROFESSIONAL ASSOCIATIONS

American Institute of Graphic Arts (AIGA)

Association for Computing Machinery (ACM)

Association for Talent Development (ATD)

Interaction Design Foundation (IxDF)

International Assoc. for Continuing Ed. & Training (IACET)

International Society for Technology in Education (ISTE)

VOLUNTEER EXPERIENCE

Board of Directors / Co-Chairman / Technology Consultant » Chinese Language School of Connecticut

Vice-Regent / Genealogist / Information Specialist » Polly Cooper Chapter - Daughters of the American Revolution