

City of Milwaukee
2021 Internal Audit
Mid Year Work Plan Update



Charles Roedel
Audit Manager

Audits and Projects Completed



- Fraud, Waste, and Abuse of City Resources Hotline Annual Report
 - Presented to the Finance & Personnel Committee on February 24
- Report of Audit Finding Follow-Up 2021
 - Presented to the Finance & Personnel Committee on April 8
- Audit of MPL Data Center Controls
 - Presented to the Finance & Personnel Committee on April 8
- Information Security Risk Assessment
 - Presented by Bulletproof to the Finance & Personnel Committee on June 30
- Audit of ITMD Disaster Recovery
 - Presented by CliftonLarsonAllen to the Finance & Personnel Committee on July 21

Note: Please visit city.milwaukee.gov/InternalAudit for all publicly available audit reports

Audits and Projects in Progress



- Audit of Badge Access (DPW-Controlled)
 - Targeted September 2021 issuance
- Audit of Social Media Governance
 - Targeted September 2021 issuance
- Audit of DPW Operations Safety
 - Targeted Q4 2021 issuance
- Audit of Municipal Court Case Filing
 - Targeted Q4 2021 issuance
- Operation of Fraud, Waste, and Abuse of City Resources Hotline
 - Annual report targeted to be presented February 2022

Remaining Audits Presented in 2021 Work Plan



- Audit of MPD Overtime Follow-Up Procedures – Plan to start July 2021
- Audit of Outlook Access – Plan to start July 2021
- Audit of MFD Capital Assets – Plan to start Q3 2021
- Monitoring Review of MHD Childhood Lead Poisoning Prevention Program –consultant led – Plan to start Q3 2021
- Audit of DNS Building in Disrepair Service Requests – Plan to start Q4 2021
- Audit of MUNIS Application Controls (consultant assisted) – Treasurer – Plan to start Q4 2021
- FPC Hiring Process Review – Plan to start in 2022

Support Needed



- Continued support to fill Audit Division vacancies
 - Senior Auditor position and Auditor position
 - One Senior Auditor position filled June 2021 and one Auditor position filled May 2021
- Continued communication of audit priorities