

Austin Bodin

Full-Stack Software Developer

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🐙 github.com/auzinthewild

Experience

City of San Marcos / San Marcos, TX

GIS Developer / Administrator

October 2019 – Present

- Design, develop and implement multi-tiered GIS browser-based applications using HTML, JavaScript frameworks, and CSS
- Create Python, ArcPy, and SQL scripts, stored procedures, and functions for back-end processes to support enterprise data web services, geoprocessing, data management, ETL, and analysis
- Responsible for the administration and maintenance activities of the City's enterprise GIS including database design and maintenance, standing up and configuring servers and applications, and system integration

GIS Analyst

August 2017 – October 2019

- Collects, prepares, digitizes and codes spatial data into GIS format
- Assists in the creation of custom tools and applications using Visual Basic Application (VBA), Python or ArcObjects
- Creates and updates documentation including standard operating procedures, project plans, wiki pages, metadata, etc.
- Generates reports and produces graphic products for use by internal and external customers
- Interprets source documents, such as engineering plans, plot maps and legal descriptions and enter required data into the GIS

City of Austin / Austin, TX

IT Geospatial Specialist

January 2017 – August 2017

- Produced geospatial and tabular data of stormwater infrastructure using ArcGIS
- Worked with source records and documents such as engineering plans and subdivision plats
- Wrote scripts and developed custom tools
- Prepared maps and technical reports
- QA/QC to ensure all data in accordance with CoA specs and IT standard

Schonwald Land / Oklahoma City, OK

GIS Analyst

Apr 2012 – Dec 2016

- Managed database administration and maintenance
- Produced geospatial and tabular data of oil and gas assets using ArcGIS
- QA/QC of spatial and tabular data to maintain data integrity
- Provided training/instruction to land department staff

LandWorks / Houston, TX

GIS Technician

January 2012 – Apr 2012

- Created, edited, and maintained geodatabases from spacial data relating to wells, leasehold surface/mineral ownership, and geology
- Generated maps and reports as needed for Land department personnel
- QA/QC with senior GIS staff to establish and maintain data integrity and standards

Skills

Programming Languages

JavaScript (ES6), HTML, CSS/Sass, Python, SQL

Libraries & Frameworks

React, Node.js, Express, Tailwind CSS, Styled Components, Material UI, jQuery, Bootstrap

Tools & Platforms

Git, Webpack, Netlify, Heroku, Wordpress, Docker

Design & UX

Sketch, Illustrator, Photoshop, InDesign

Project Management

Asana, SmartSheet, Basecamp

Education

Texas State University

Master of Applied Geography, 2021
Bachelor of Science, Geography 2011

Training & Certifications

Certified ScrumMaster

Scrum Alliance, 2021