**JOHN SOLLY**

Shape

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Description automatically generated with low confidenceUnited States | 279.321.2870 | jsolly@pm.me

Specializing in big data pipeline development and full-stack geospatial web development, I comfortably navigate both open-source and proprietary GIS stacks. Committed to delivering innovative, high-performance geospatial solutions that exceed expectations.

**PROFESSIONAL EXPERIENCE**

**UNIVERSITY OF MARYLAND** *College Park, MD*

SENIOR GEOSPATIAL DEVELOPERSept 2022 to Present

At the EASIER data initiative, I develop infrastructure for efficiently, accessibly, and sustainably onloading, analyzing, and extracting large amounts of geospatial data into blockchain-managed, decentralized storage systems such as Filecoin and IPFS.

* Construct data pipelines for loading, analyzing, and retrieving cloud-optimized, geospatial data from (Filecoin/IPFS) using Shell, RSync, Singularity, and Boost.
* Develop Dockerized RESTful STAC API, TypeScript Client, and QGIS plugin for geospatial data upload and retrieval. E2E applications are based on Landsat 9 and GEDI but are generalizable to any geographic dataset.
* Write tutorial Python Jupyter notebooks to demonstrate functionality. Maps and geospatial analysis with Geopandas, GDAL, and Rasterio. Inline maps and visualizations with Folium and Matplotlib.
* Build dynamic cache and retrieval methods for optimized hot/cold storage.

**YELLOWFIN BUSINESS INTELLIGENCE** *Boise, ID*

INTEGRATION CONSULTANTMay 2021 to February 2022

Empower developers as a trusted advisor. Offer technical leadership and ownership in post-sales consulting engagements with tier-1 customers, ensuring a successful customer experience.

* Design, develop and integrate innovative data solutions according to stakeholder requirements.
* Aid in complex deployments and act as an escalation point for L3 support tickets.
* Thought leader on best practices in solution and integration development. Prove processes and patterns to be leveraged by Yellowfin consultants, customers, and partners.

**ESRI |** PRODUCT ENGINEER (II) May 2017 to May 2021

**CENTER FOR LOCATION SCIENCE** | RESEARCH AND TA Sept 2015 to May 2017­­

**U.C.S.B COLLEGE OF ENGINEERING** | TIER I HELP DESK Oct 2014 to June 2015

**OPEN SOURCE PROJECTS**

* **Blogthedata.com (2021 to Present)** A fully featured blogging application written in Django (Python). CI-CD workflow using QA and Dev environments with all code committed to source control and deployed to a Linode cloud server.
* **GeoAsteroids (2022 to Present):** A unique twist on the classic "Asteroids" game, integrating GIS concepts into a dynamic, interactive web game. It's a pure TypeScript application with no front-end frameworks.

**EDUCATION**

**OPEN SOURCE SOCIETY UNIVERSITY (OSSU)** github.com/ossu/computer-science

COMPUTER SCIENCE (B.S. Equivalent) Graduating Spring 2027

**GEORGE MASON UNIVERSITY, GPA 3.93** *Fairfax, VA*

M.S. GEOINFORMATICS AND GEOSPATIAL INTELLIGENCE­ May 2017

**UNIVERSITY OF CALIFORNIA, SANTA BARBARA, GPA 3.85** *Santa Barbara, CA*

B.A. GEOGRAPHY (GIS & REMOTE SENSING EMPHASIS) May 2015