Jonathan Engelbert

Full Stack Developer and GIS Developer

New York, NY

SKILLS AND ACHIEVEMENTS

HTML • CSS • JavaScript • Typescript • React • Node.js • Python • SQL • Git • Linux • GraphQL • GIS • Docker

WORK EXPERIENCE

JAVASCRIPT DEVELOPER (TEAM LEAD AS OF JUNE 2021)

Kinsta - New York, NY (August 2020 to Present)

• Full-stack development concentrated on the company's dashboard
• Working with support engineers on fixing time sensitive issues reported by customers
• Managing DSUs, creating, grooming and assigning tickets for weekly sprints
• Responsible for all product deployments
• Managing a group of 6 developers and at least three projects at once

GIS ENGINEER

Newmark Knight Frank - New York, NY (January 2020 to May 2020)

• Creating and maintaining geospatial databases, datasets and GIS infrastructure in support of the technology team, while assisting the research team with data cleaning and project management
• Creating features for web applications utilized nation-wide written in Angular, Typescript, Mapbox and Cesium APIs
• Developing custom solutions for Liquid Galaxy presentations

GIS DEVELOPER

FDNY - New York, NY (October 2019 to December 2019)

• Maintaining geospatial databases
• Providing APIs for mapping tools such as geocoding, travel time and nearest point of interest
• Producing, designing and debugging web applications built with React and Redux
• Maintaining software and database infrastructure for web GIS department needs

FULL STACK DEVELOPER AND 3D GIS ANALYST

CBRE - New York, NY (June 2018 to October 2019)

• Redesigning system architecture and workflows utilizing in-house python scripts and database management, saving the company $100,000 in the first 2 months of employment and doubling productivity of users

• Rewriting existing web applications in React, reducing bundle size, increasing performance (and overall loading time) 5 times, reducing consumption of resources client-side almost 10 times.

• Building 3D and 2D web applications for data visualization and analyzes of spatial assets

• Managing databases of 3D Buildings, curating geometry of assets as well as the attribute data aggregated to each of its more than 30 thousand buildings

• Designing 3D models in CityEngine, Rhino and Sketch-up

FULL STACK DEVELOPER AND GIS ANALYST

City and County of San Francisco (Urban Planning Dept) – San Francisco, CA (August 2017 to May 2018)

• Building, testing and maintaining software used to validate and standardize address data that reduced operational costs an estimated $50,000 a year, increasing accuracy and reducing the time taken to validate and standardize address data from an average of 3 days to 3 minutes

• Building scripts that accelerated and increased the accuracy of processes of data parsing and data management by over 70%, including loading over 30 years of digital records to an Oracle database, with 99% accuracy

• Building and maintaining several web maps and GIS-centric web applications

• Creating, testing and maintaining over 60 Python ETLs, which process, update and load large amounts of data, often daily, across multiple servers and applications

DATA MANAGEMENT GIS INTERN

Seattle Public Utilities - Seattle, WA (May 2016 to June 2017)

• Performing data analysis, production of cartographic products and creation of digital data sets.

• Building and maintaining a web application for tracking of traffic disruption by city-led construction and projects

EDUCATION

BACHELORS IN GEOGRAPHY

University of Washington - Seattle, WA