Victoria Beckley

Oakland, CA   972-989-9663   vbeckley0@gmail.com

Employment

Graduate Student Researcher   **January 2023 – Current**
Center for Community Innovation, University of California, Berkeley, CA
Conduct GIS-based research for CAL HCD on ADU production and affordability to identify jurisdiction best practices and inform state programs; data processing and visualization, and project management

Graduate Student Instructor   **August 2022 – December 2022**
Intro to GIS for City Planners with Professor Zoe Hamstead, University of California, Berkeley, CA
Support instruction and student work, some curriculum development, lab writing, and instruction; facilitate class community partnerships with Richmond LAND and the Center for Cities + Schools

Great Communities Collaborative Fellowship: GIS Support for Local CLT   **June 2022 – Present**
Richmond LAND, Richmond, CA
Develop a GIS system for a local CLT; data acquisition, cleaning, publishing, and spatial analysis; create print and interactive maps (ie: citywide ownership patterns, site acquisition potential)

Graduate Student Researcher   **Jan 2022 – May 2022**
Terner Center for Housing Innovation, University of California, Berkeley, CA
Research the impacts of California's Emergency Rental Program to relieve economic insecurity during Covid: policy research, study design, data analysis, and visualization

GIS Technician   **2016 – 2021**
City of Redwood City, CA
Conduct spatial data analysis for departments across the city through collaboration and project design with colleagues, creating, cleaning, and maintaining relevant data, and producing interactive web maps, tableau dashboards, and print maps for internal and public-facing purposes

Education

Master of City Planning   **2021 – 2023**
University of California, Berkeley

BA Visualizing Space: GIS & Cultural Theory   **2009 – 2013**
University of Redlands, Johnston Center for Integrative Studies

Skills

Fluent: Esri ArcGIS Suite and Online Platform, Adobe Illustrator, Tableau, Excel
Capable: QGIS, Adobe InDesign, Javascript, HTML, CSS, Python, Mapbox GL