KIM SUNDEEN

Full Stack Sr. GIS Software Engineer, GISP

%https://ksundeen.github.io ⊠kim.h.sundeen@gmail.com 📞 218.590.1330 💡 Duluth, MN

LIFE PHILOPHY "The only mistake is one from which you didn't learn" -A Friend



SUMMARY

Kim Sundeen has over 15 years as a GIS analyst & 7 years as a GIS software engineer working on a wide variety of geostatistical data visualizations, web, mobile & enterprise GIS solutions for all levels of government (university, tribal, local, county, state & federal), utilities, & opensource GIS companies. She brings a passion for clean data & simple, yet innovative solutions for long term maintenance & design. She is a full stack developer with experience in databases, backend development, & modern front-end frameworks & web APIs. She has been a critical member of the development life cycle in her project with experience creating solutions from scratch as well as extending mature, existing solutions. She has experience working with a range of third-party tools, including, but not limited to, ArcGIS Enterprise, ArcGIS Collector, Workforce, Survey123, ArcMap, ArcGIS Pro, ArcGIS Online, GPS systems, & opensource GIS systems & OGC standards. She contributes to the GIS & development community through volunteering & leading user groups & workshops especially through COVID using Azure remote lab to support workshops.

LANGUAGES & TECHNOLOGIES

- Web Development: Typescript, HTML5, CSS, JavaScript frameworks, node.js, npm/yarn, Angular, React, IIS
- Code Versioning: Git, Github, Mercurial, TortoiseSVN, TFS
- **OS**: Windows, Linux, Mac
- Server-side/desktop programming: Python, C# .NET, SQL/PLSQL, ASP.NET MVC, .NET Framework 4.8, GeoServer web publishing
- Database design/structures: Microsoft SQL Server, 11g/12c Oracle, PostgreSQL, MySQL, MS Access, Excel
- Cloud Solutions: Microsoft Azure, TFS, DevOps

- ArcGIS Enterprise stack: ArcGIS Server, Web Adapter, Branch Versioning, Portal, Data Store, ArcGIS Online
- Mapping APIs: Esri's JavaScript API 3.x, 4.x, Leaflet, Mapbox, Google Maps, Openlayers 5/6, Boundless SDK (React-based OpenLayers)
- GIS/GPS/Mobile Apps: ArcGIS 9.x-10.x, ArcGIS Pro 2.x, QGIS 2-3, Google Earth KML, Garmin, ArcPad, Terrasync, & Pathfinder Office, Survey 123, ArcGIS for Collector, Web AppBuilder Developer Edition, ArcGIS Online

SOFT SKILLS

- Personnel Management: Currently manage 4 direct reports & direct work for 4 software engineers on 2-year client project for <u>SSP Innovations</u>. Managed remote development teams for software development, performing code reviews collaboratively, & database configuration using agile project management with <u>GCR, Inc.</u> & <u>RAMTeCH</u>. Oversaw & trained student GIS technicians on GIS data entry procedures for <u>UW Nursing School</u> mapping projects & LTE staff for short-term land ownership projects with the <u>Bad River Tribe</u>.
- Agile Scrum: Managed as tech lead to facilitate scrum ceremony meetings for <u>SSP Innovations</u>. Coordinated team of 10 spatial & non-spatial developers as scrum master role to improve team collaboration & improve development efficiency for <u>GCR, Inc</u>.
 Lead two teams as scrum master for 10-member client software development team & internal projects for <u>MN Power</u> (3-person team).
- Workshops & Training: Lead several integration workshop & presentation to clients for <u>SSP Innovations</u>. Taught introductory Python, JavaScript, GPS & GIS sessions for small group workshops on: (1) using new mapping & GPS programs (2) ArcGIS Desktop & opensource QGIS, (3) process for updating website front ends, & (4) GIS user needs & feasibility assessments, (5) Lead yearly workshops Esri's Utility Network Tools, Opensource GIS, & Jupyter Python notebooks (see full details: https://ksundeen.github.io/portfolio.html#media
- Presentations & Graphic Design: See my web-portfolio for examples: https://ksundeen.github.io/gallery.html; Awarded 1st Place: Large-format map, 2014 National Tribal GIS Conference, "A Bird's Eye View of the Bad River Watershed & Proposed Mine."
- Technical & Scientific Writing: Wrote & awarded \$3,000 free Azure credits grant for MN GIS/LIS non-profit. \$127,000 FEMA grant, \$10,000 University of Wisconsin-Madison research grant, & \$5,200 ESRI Conservation Grant Program grant. Published per-reviewed research articles on GIS, modeling, & wildlife research.

Kim H. Sundeen Page 1 of 4

EDUCATION & CERTIFICATIONS

- 2021 C# Programming Certificate, University of California-San Diego
- Continued Education: software engineering through Lake Superior College, PluralSight, LinkedIn Learning
- 2017 2018 Graduate Courses in University of Wisconsin-Madison, Master of Science (GIS Web Map Programming)
 - Biking Route Finder (Google Maps API & Postgresql database to highlight optimal biking routes around Duluth based on the user's preference for terrain, slope, social media tweets, & proximity to bikes -https://ksundeen.github.io/assets/videos/CycleRoutesIntro small.mp4
- 2012 Certified Geographic Information Systems Professional (GISP) #84940
- 2012 University of Wisconsin-Madison, Graduate Certificate: Geographic Information Systems
 - o Focus: geostatistical regression of remotely-sensed mercury concentrations & data science methods.
- 2011 University of Wisconsin-Madison, Master of Science: Conservation Biology & Sustainable Development
 - Focus: predictive spatial models to detect wildlife & electric distribution power line risks.
- 2006 University of Wisconsin-Madison, Bachelor of Science: Wildlife Ecology, Certificate: Environmental Studies

PROJECT EXPERIENCE

- Web Map App Development & Implementation: Planned, designed, trained, & coded custom ArcGIS Enterprise apps, opensource OpenLayers & ArcGIS web mapping applications such as:
 - o SSP Innovations: Esri APIs for web app development using angular Esri SDK,
 - o GCR, Inc.: Boundless SDK, Open Layers web viewer built within MVC .NET framework.
 - Lake Superior Consulting: Engineering web viewers in Angular & C# MVVM .NET framework using Esri's API 3.x,
 - o **Bad River Tribe**: Ownership & Lease Viewer (ArcGIS Flex Viewer & SDE database),
 - o City of Duluth: Street Update Viewer (Esri's Web App Builder & SDE database),
 - MN Power: Electric Utility Asset Identification (Esris' JavaScript API & Web AppBuilder Developer's Edition & SDE database),
 - o Biking Route Finder (Google Maps API & Postgresql database).
- Best Practice Code Standardization & Unit Testing: Researched & implemented best practices for UI design, unit testing for React, JavaScript, Python, & React.js code design for <u>GCR, Inc</u>.
- ArcGIS Service Publishing Automation: Developed configuration-driven python solutions for other clients to quickly publish 20-40 GIS web services between different development/staging/production environments through ArcMap into ArcGIS Server 10.6.
 This process saved 3-4 hours/day of manual error-prone service publishing. Created ArcGIS add-ins & published REST geoprocessing tools into ArcGIS Server to simplify <u>City of Duluth's</u> street & pavement updates for users.
- GIS Data Migration for Gas UPDM New Utility Network: Lead agile software development & project planning for client teams for <u>RAMTeCH</u> to customize python-plsql oracle database migration solutions to handle ETL from 5 source databases to one unified model. Managed multiple Esri alpha/beta software releases for changes in the new Utility Network model.
- GIS Workflow & Process Improvement: Coordinated GIS feasibility study to understand how users interact & use the applications.
 The results are used to develop clear tool requirements for <u>Lake Superior Consulting</u> app tool development. Documented workflows for engineering staff at <u>City of Duluth</u> to identify areas for improvement. Learned established GIS data entry policies.
- Full Cycle Project Development & Implementation: Implemented new software release & testing standards with GCR, Inc. including: 1) software development & unit testing, 2) software code review & testing), 3) code documentation & architecture design. Coordinated GIS user needs assessment & implementation plans for 19 projects for software development, database development & improvements, training, & website enhancements for City of Duluth IT Dept. & Public Works & Utilities Dept. Priorities were used to direct funding to most important projects. Conducted GIS feasibility & UX/UI study for Lake Superior Consulting that clearly identified user, business, & technical requirements for 10 new development tools.
- **GIS Data Security:** Implemented new ArcGIS Server security protocol for publishing GIS services online; Researched & re-wrote external & internal data-sharing agreements & policies for the *Bad River Tribe*.

Kim H. Sundeen Page **2** of **4**

WORK EXPERIENCE

9/2017 - Azure Virtual Environment Administrator

Ouluth, MN

Present

MN GIS/LIS

Summary: Volunteer & contract services to the MN GIS/LIS Board to coordinate yearly virtual workshops at spring & fall workshops for 5-20 students. I won a yearly grant for \$3,500 free credits Azure credits for non-profit (https://www.mngislis.org/).

- Training & Workshop Facilitation Conducted initial 3-hour Amazon Web Services workshop in 2017. Started working with the
 Board to move all labs & coordinate workshops in Azure. Conduct training to both MN GIS/LIS Board, workshop instructors.
 Provide IT support for all pre-conference workshops to students to support virtual workshops throughout the COVID pandemic.
- Azure Virtual Machine Configuration Gather software & hardware requirements, configure, & publish all VMs, update any
 necessary licenses, & maintain strict schedule of hardware usages to minimize costs.

9/2020 -

Team Lead, Tech Lead, GIS Software Engineer

• Centennial, CO (remote in Duluth, MN)

Present

SSP Innovations, LLC - Systems Implementation

Summary: Work as a Tech Lead & software engineer & consultant in an agile team for gas, electric, telecommunications client projects to manage 4 software engineers for a 2-year, \$1 million project. Lead project with presentations & demos for clients. Lead integration design workshops with client to gather requirements & translate to Agile user stories for developers. Wrote design documents from workshops to convert business requirements to technical requirements.

- Architecture & Patterns Implemented standards & coached software engineers on code reuse, code patterns (for creating .NET Web APIs & ArcGIS Pro Addins), CI/CD TFS build pipelines (using cake to create Windows installer MSI files).
- GIS App & Tool Development Developed Python & C#. NET Framework tools for web APIs, token authentication, swagger API documentation, maps, analyses, & automation for editing gas & electric utilities in the web & through desktop Addins, Windows services. ArcGIS Arcade for attribute rules; TFS 2020 build pipelines, Azure DevOps; Oracle databases.

5/2019-9/2020

Lead GIS Developer



GCR, Inc (Now Civix) - Software Development

- GIS Business Strategy Lead strategy & technical requirements meetings with business analysts & software developers to clarify user & software requirements, which reduced software release to QA testing down from 3 weeks to 1 week.
- **Team Leadership & Collaboration** Improved onboarding process to improve new developer productivity. Facilitated independent learning environment leading to higher quality software output. Served as technical manager for team of three developers to prioritize work, & unblock their issues, & provide team guidance & mentorship.
- GIS App & Tool Development Worked as lead GIS Developer & Spatial Architect in an Agile software development team to
 engineer modular map-centric applications using React.js framework (Boundless SDK), OpenLayers, PostgreSQL, & Geoserver
 with SQL Server databases for parcel research & management.

5/2018-5/2019

GIS Developer

Ouluth, MN

Lake Superior Consulting - Software Development

- GIS Business Strategy Conducted GIS feasibility & UX/UI study that clearly identified user, business, & technical requirements
 for 10 new development tools. Lead clearly defined research efforts & client presentations on implementing &
 architecting new mobile mapping systems that delivered immediate use for client projects with aggressive deadlines.
- Team & Project Management Implemented new team & meeting planning to reduce meeting & improve
 productivity. Reduced the time from idea to implemented solution from 2 months to 3 weeks.
- GIS App & Tool Development Engineered applications using Esri, SharePoint, Primavera, & SQL Server integrations used by over 200 users. Used web frameworks to align, extend, & develop existing tools & programs (Angular, TypeScript, jQuery), backend internal applications (ASP.NET MVVM, C#, .NET), & GIS tools (Python 2.7, 3.x, Esri's JavaScript API 3.26).

2/2017-5/2018

GIS Analyst/Developer

Stillwater, MN (remote in Duluth, MN)

RAMTeCH Software Solutions – Professional Services

- Redesigned Practices & Coached Clients in Agile Lead as Scum Master for 10-member team to re-architect client software development life cycle & direct funds for applications & tools. Lead general & detailed client-focused user-training/demos.
- Engineered Data Migration & ETL Software Tools for Clients Designed, built, tested, & released C#, Python & SQL gas & electric utility network migration toolsets accessing Oracle 11g/12g SDE databases, ArcMap & Pro desktop tools that seamlessly handled ETL from 5 source databases to one unified model for Esri's new Utility Network as 1st official Esri implementation.
- Developed & Presented AWS Workshops for Clients & Conferences Worked with MN GIS/LIS Consortium to use ArcGIS
 Enterprise software for gas, electric, water, & utility operators using virtual AWS production environments.

Kim H. Sundeen Page 3 of 4

4/2016-2/2017 GIS Programmer Analyst



Minnesota Power - Facility Operations

- Mobile Mapping Application/Survey Tool Development Developed, implemented, & trained staff on GIS services & geoprocessing tools through ArcGIS Server/ArcGIS Online for mobile data entry & data-transfer. Created Python routines to download & extract ArcGIS Online data & images from a Survey123 app & export to PDF with hyperlinked images & a summary of data from multiple related tables within a database. Developed MN Power's Electric Utility Asset Identification using Esri's JavaScript API & Web AppBuilder Developer's Edition & SDE database.
- Software Training & Developing Documentation Standards Trained staff on Esri's Model Builder, Python, & ArcGIS Online for
 utility edits, work order, & field tools systems. Documented publishing workflows in Survey123, ArcGIS Collector, & web maps.

2/2015-4/2016 GIS Specialist



City of Duluth – Engineering Division

- GIS Web Map Software Project Management Designed & managed a GIS user needs assessment & implementation for 19 projects for software development, database development/improvements, & training for City of Duluth IT Department, Public Works, & Utilities. Developed City of Duluth Street Update Viewer web application.
- User Training & Presentations Lead monthly knowledge transfer user groups & designed new user training for new systems.
- Multiuser Database Management & Data Editing Edited gas, water, & storm GIS data in versioned SQL Server SDE databases.
 Expanded existing GIS map services to Python-built geoprocessing services to automate web map updates.

9/2012-2/2015 GIS Specialist



Bad River Tribe – Natural Resources Department

- Survey Field Collection, Processing, & Training Managed diverse field data collection preparation, training, pre- & postprocessing for surveys on roads, historical properties, utilities, & tree inventories using Esri's ArcPad, in Trimble GeoXH series.
- Map Creation, Analysis, & Automation Designed & trained non-developers to use Python to manipulate, re-write, or edit
 raster/vector data for use in GIS analysis & remote sensing apps (image enhancements, transforms, & radiometric/atmospheric
 correction). Deployed Tribal Ownership & Lease Viewer (ArcGIS Flex Viewer & SDE database).
- Data Creation, Maintenance & Standardization for Natural Resources Website Designed GIS databases for all depts.,
 planned & published data-entry web maps, & updated tribal website. Added secured & public Google, Esri's JavaScript API,
 ArcGIS Online, & GeoMoose OpenLayers web maps. Implemented ArcGIS Server security protocol for REST services.

ACHIEVEMENTS

Notable Presentations & Workshops

- 2019. "Building, Branding, & Boosting your Web Portfolio with Github Pages & Google Analytics." Women in Tech Duluth User's Group, Feb.
- Sundeen, K.H. (2018). "Exploring the Utility Network in ArcGIS Pro for Water, Electric, & Gas Networks." MN GIS/LIS Fall Workshop,
- 2018. Sharing Code, Maps, & Data Science Through a Digital Jupyter Notebook." Duluth.NET Meetup group, June.
- 2017 & 2018. "Exploring the Utility Network in ArcGIS Pro." MN GIS/LIS Spring & Fall Workshop.
- 2017. Early Adopters of the Gas Utility Network: Are You the Tortoise or the Hare? Esri's GeoConX Conference, Sept.
- 2016. "Simplifying Metadata Editing for the Non-Programmer." Northern MN GIS User Group, April.
- 2016. "Designing a Long-Term GIS Vision & Implementation Plan." MN GIS/LIS Pre-Conference Workshop. Oct.
- 2015. "From the Field through the Firewall: An Approach to Streamlining Utility GIS Data Access in the Field, Office, & Web." MN GIS/LIS Conference, Oct.
- 2015. "Bringing Free & Open Source GIS to India Country." WI Land Information Association, Feb.

Organizations & Affiliations

- Affiliate Member (2018-2021): Support MN GIS/LIS Consortium with Azure virtual environments for virtual workshops.
- Director (2018-2019): Launched & lead Duluth Women in Tech/Women Who Code groups to learn & present professionally.
- Co-coordinator (2018) .NET Duluth meetup groups for developers for presentations & professional development
- Conference Committee Member (2015-Present): Minnesota GIS/LIS Conference
- Conference Committee Member 2016-2017: Minnesota GIS/LIS Conference, Workshop Committee
- Board of Directors (2014-2015): Wisconsin Land Information Association (WLIA), Chair of Membership Committee
- Committee Member (2014-2015): National Tribal Geographic Information Support Center (NTGISC), Publications Committee

Kim H. Sundeen Page 4 of 4