



The WGS UAV team in action.

Ian Hubert

GIS Geoscientist/Web Developer

Ian is a geoscientist in the Survey's GIS/Editing section, where he maintains the Survey's webpages and Geologic Information Portal. Prior to working for the Survey, Ian spent far too many years in various educational institutions, studying geology and video game programming. He enjoys programming, solving complex GIS problems, and looking at shiny rocks.

Job Responsibilities

Web design, front end development, GIS processing, cloud systems architect, UAV pilot, IT support.

Professional Interests

Volcanoes, poking lava with a stick, earthquakes, programming, web design, geologic mapping, making ArcGIS function, R&D, creating innovative solutions to mundane problems.

Skills

Adobe Photoshop, Illustrator, ArcGIS, Python, HTML, CSS, SCSS, JavaScript, Typescript, NodeJS, Angular, AWS, Linux, Docker, PhotoScan, and Pix4D.

Professional Experience

- Post-undergraduate research with Stackoverflow

Education

- A very brief stint at DigiPen Institute of Technology, Redmond, WA
- B.S. Geology, Central Washington University, Ellensburg, WA

Personal Interests

Video games, reading, fishing, hiking, camping, cats.