

Posted: July 25, 2018



POSITION ANNOUNCEMENT

TITLE: SPECIALIST/ GIS TECHNICIAN GEOLOGIC ILLUSTRATOR

DEPT: NM BUREAU OF GEOLOGY

REG ☒

TEMP ☐

FULL TIME ☒

PART TIME ☐

STARTING RATE OR SALARY RANGE: \$32,100–\$40,000

Employees being promoted to a higher classified position receive the minimum for the position or a pay rate adjustment of 8% whichever is greater.

INTERNAL POSTING THROUGH: August 2, 2018*

CONSIDERATION WILL BE GIVEN FIRST TO TEMPORARY AND REGULAR TECH EMPLOYEES WHO APPLY WITHIN THE 7 DAY INTERNAL POSTING. APPLICATIONS RECEIVED AFTER THE 7 DAY POSTING MARGIN WILL BE CONSIDERED WITH OTHER OUTSIDE APPLICANTS.

JOB DUTIES:

This job will involve conceptualization and development of a broad variety of full-color maps (geologic and otherwise) and scientific graphics, including cross-sections, 3-D illustrations, using ArcGIS, Adobe Illustrator/Photoshop, and other data. The applicant must have a complete knowledge of the steps and processes involved in producing maps and graphics. This position requires collaboration with the Publications Program team and authors from inside and outside the bureau. This position also requires good communication skills and the ability to problem-solve complex geoscience visualizations. Experience in ESRI story map production desired. PC-based software knowledge in ArcGIS (ArcScene desired); and Adobe CC; database software; and the use of internet technology. Additionally, this position provides support and training as necessary in GIS techniques to other staff members in the Publication Program, and is responsible for scanning and presentation/production tasks (e.g. poster mounting) for all staff scientist.

REQUIRED QUALIFICATIONS:

Bachelor's degree preferred in Geology/Earth Science, or Associate's degree, or completion of program of 18+ months after high school in GIS/Cartography/Graphic Design/Geography, +4 years of work experience required. Software knowledge requirements: ArcGIS, Adobe CC including Illustrator & Photoshop, MS Word, PPT, Excel, and database software. Willingness to learn new software, develop layout and production skills, as well as some editing desired. Knowledge of basic technical editing desired. NM state driver's license required.