

Christopher Heins

Profile

Adept at managing the full geospatial workflow – from data collection and cleanup to analysis and visualization – using the ESRI GIS software suite. Passionate about solving complex environmental and societal challenges by translating data into actionable insights. Communicates effectively by bridging technical expertise with stakeholder needs through clear visualizations, presentations, and writing. Actively listens, asks questions, and collaborates to learn new skills, adopt new methodologies, and drive innovations in quality and efficiency.

Education

Masters of Geographic Information Science, University of Minnesota – In Progress (Expected May 2026)

- Completed coursework in key GIS areas: cartography, database management, ArcPy task automation with Jupyter, geostatistics, machine learning, JavaScript, and web development.

Bachelor of Science, University of Minnesota – Saint Paul, MN – 12/23/2023

- Major in Environmental Science, Policy, and Management with a minor in Soil Science.

Associate of Arts Degree, Century College – White Bear Lake, MN – 05/13/2021

Experience

GIS Specialist, Westwood Professional Services – Minnetonka, MN – 06/2023 – 08/2025

- Crafted hundreds of cartographic exhibits, interactive web maps, and dashboards integrating public and field-collected geospatial data to support renewable energy infrastructure development.
- Balanced multiple competing deadlines to keep deliverables on schedule for a variety of clients.
- Collaborated extensively with subject matter experts in engineering, geology, soil science, hydrology, and natural resource management to provide tailored geospatial products.
- Incorporated both client and team feedback to iteratively improve, standardize, and automate geospatial processes and product offerings where possible using ArcGIS ModelBuilder and Python scripting.
- Leveraged ArcGIS Pro and ArcGIS Online software as well as Autodesk Civil 3D, Google Earth Pro, and Global Mapper to manipulate and standardize both raster and vector datasets.

Quality Assurance Tester, Activision Blizzard Inc – Eden Prairie, MN – 07/2017 – 02/2020

- Coordinated a team of 12 PC game testers in discovering and reporting software bugs.
- Wrote, tracked, and verified thousands of detailed issue reports in a Jira database to aid the development team in delivering three quality AAA game titles to the end user.
- Troubleshoot complex software and hardware problems regularly on Windows computers.

Sales Associate, Boy Scouts of America Supply Division – Mounds View, MN – 11/2013 – 03/2016

- Developed strong interpersonal communication skills through customer and co-worker interactions.

Eagle Scout, Boy Scouts of America – Shoreview, MN – 03/08/2015

- Built leadership and organizational experience by coordinating large groups of volunteers in community service projects, planning troop campouts, creating agendas, leading meetings, and mediating conflicts.