ERIK ESCOFFIER - FRONT-END AND DATAVISUALISATION ENGINEER

+33 6 63 52 32 25
erik.escoffier@gmail.com
www.satellitestud.io

71, Boro
56350 St Vincent sur Oust
Brittany, France

Profile

I am a front-end engineer specialised in geospatial and data visualisation. For the last 7 years or so, most of my work has been about shining a light on environmental issues through interactive apps, maps, charts, analysis tools and interactive articles.

I love to put my skills at the service of great products that solve real problems. In the past, I've worked with NGOs, software engineering and design companies, as well as an independent consultant. I have experience working on interactive data visualisation, in big codebases, and a taste for working on code and APIs that are open to the public. Beyond that, I am a solutions-oriented person, a strong communicator, and a good team player (with many years of experience working in a distributed team).
Occasionally I speak at conferences (OpenVisConf, State of the Map, FOSS4G, Paris Web...) about maps, GIS, OpenStreetMap, and the like.

On the frontend side, I'm currently mainly working with TypeScript, React, Next.js, Redux/RTK, Mapbox GL JS/Maplibre, D3, Deck.gl, turf... On the backend: nodejs, tippecanoe, tilereduce, QGIS, gdal, mapshaper, SQL, PostGIS, Google Cloud Services...

Experience

Development Seed, remote — 2022-present
Developer. Building projects for a variety of clients, including the NASA and Earth Genome, as well as taking a major part in the company's effort to launch labs projects around AI, flight-related CO_2 emissions, forestry, etc…

Global Fishing Watch, remote — 2018-2022
Front-end and data visualisation Engineer. Working on several map-based products to analyse human activity at sea. Designed and coded advanced solutions for spatiotemporal data, with Google Maps, then Mapbox/Maplibre, then deck.gl.

Satellite Studio, Madrid, Spain, then remote — 2018-2022
Co-founder and front-end engineer. Founded with a designer and another frontend engineer, we produce interactive maps and dashboards for GlobalFishingWatch, Google Arts and Culture, Pew charitable trusts, Enveritas, and more, as well as self-initiated experimental projects with OSM data.

Vizzuality, Madrid, Spain — 2016-2017
Front-end developer. Working on a variety of project for NGOs, primarily Trase.earth, a dashboard to explore supply chains for multiple commodities, built around a map and a complex interactive Sankey chart with Mapbox GL, D3 and React.

CARTO, Madrid, Spain — 2015-2016
Developer and evangelist. Building proofs of concepts and showcases for the CARTO platform (Builder and APIs), as well as writing blogposts and tutorials, running training sessions, speaking at events, etc.

The Food Assembly, Paris, France — 2014-2015
Front-end developer. Building an ethical marketplace for fresh produce, hybrid between e-commerce and social platform, mostly working on maps and e-shopping features.

Gobelins l'École de l'Image, Paris, France — 2010-2015
Teaching programming skills for master degree students. Formerly Flash, then Unity 3D, then running an interactive maps and dataviz workshop.

Lab212 Collective, Paris, France — 2010-2014
iOs and Android apps, websites, and interactive installations for several institutional, cultural and commercial clients. Mostly Flash, then Unity3D.

Education

Gobelins l'École de l'Image, Paris, France — Master's degree in interaction design and development, 2008

IUT Michel de Montaigne Bordeaux III, Bordeaux, France — Bachelor's degree in services and communication networks, 2005

Languages

- French (Native)

- English (Full Professional)

- Spanish (Professional Working)

- Dutch, German (Elementary)