



PAID WILDLIFE INTERNSHIP OPPORTUNITY

Oregon Department of Fish and Wildlife
Salem Headquarters

- Location:** The internship will be based out of the ODFW Headquarters in Salem. Housing is not provided.
- Salary:** \$12.29/hour
- Duration:** Not to exceed 400 hours. June 18, 2018 – September 2018.
- Job Description:** ODFW’s mission of protecting and enhancing fish and wildlife habitats ensures that throughout the agency staff are working on projects that many Oregonians would be interested in learning more about. Using evolving digital, spatial, and video technologies this work can be presented to the public in new and exciting ways that better capture their interest and attention. This intern will develop and create GIS animation, story maps, videos, and other materials for varied audiences, including the general public and ODFW partners and stakeholders. These materials will be developed using ODFW collected and managed data and are intended to not only better portray the importance of the work being done by the agency, but also educate the public on wildlife biology and habitat needs. The primary software that will be used to create GIS animations and story maps is the ESRI GIS software package, although additional software may be available to assist with animations or compiling multiple sources into a single video file. Additional tasks that will be required to produce these materials include reformatting, analyzing, and undergoing additional data management work to ensure that data is in an optimal format for animating and storytelling. The intern will work closely with wildlife division staff to develop a design and layout for each story map, video, or video series, but will also have creative flexibility to accomplish this tasks.

The primary project of focus by this intern will be crafting materials to present the ODFW mule deer collaring project goals and lessons learned; including the importance of wildlife connectivity corridors and the need for species to move across the landscape. Additional focal areas for material development will expand to other projects, species, and habitats; with a common theme of highlighting how species move across the landscape, and the importance of maintaining wildlife connectivity corridors. Additional species examined will include other game species

(Bighorn Sheep, Elk, Pronghorn, etc.) and sensitive species listed within the Oregon Conservation Strategy (<http://www.oregonconservationstrategy.org/>).

An additional benefit of this position is to provide experience working in a state natural resource agency. This will be especially helpful to students who plan to seek careers in wildlife, fisheries, or other resource conservation. This intern will have the opportunity to use this experience to develop and refine academic and professional goals, as well as better understand the structure and operation of a natural resource agency. Duties include:

- **Develop Content for Animations and Story Maps (45%)**
 - Design animations, story maps, videos, and other project layouts with supervisory staff.
 - Cleanup and prepare existing data for each animation/story map.
 - Digitize historical data as needed for animations and story maps.
 - Create any additional needed GIS (or other visual) features for each project.

- **Develop and Finalize Animations and Story Maps (45%)**
 - Adhere to the animation/story map design developed with supervisory staff.
 - Edit the final product to length and desired audience.
 - Work with supervisory staff and ISD to distribute the product through ODFW website and social media.
 - Document the process undergone for each animation, story map, or other project.

- **Additional GIS work (10%)**
 - Additional GIS projects as time allows.

Qualifications and Skills Desired:

The intern will need strong GIS skills with an understanding of creating and editing GIS animations. The individual should be a creative person and be able to work in a collaborative environment.

Software qualification requirements include: a familiarity with ESRI GIS products such as ArcGIS Desktop and extensions (Spatial Analyst, 3D Analyst), ArcPRO, ArcGIS Online; experience with Microsoft Office products (Power Point, Excel,

Access); and a basic understanding of social media platforms such as Facebook, Twitter, and Instagram.

Some knowledge of wildlife life history needs, biology, and natural resource management is strongly preferred. At least minimal field experience with wildlife species and habitats is desired, but not required.

Requirements:

Applicants must have a valid driver license and an acceptable driving record. At least 2 years of college level or professional experience with ESRI GIS software products is preferred. Preference will be given to students currently enrolled in an undergraduate program. If the student is recently graduated, the student **must** have a requirement to complete an internship to satisfy their degree requirements.

Contact:

Interested individuals should submit a resume via email to travis.r.schultz@state.or.us. For more information contact Travis Schultz, (503) 947-6318 or Arty Rodriguez, Oregon Conservation Strategy GIS Analyst, (503) 947-0126.