



RESEARCH ASSISTANT

The Amazon Borderlands Spatial Analysis Team at the University of Richmond is looking for a research assistant to work on a NASA-funded SERVIR project focused on understanding the effects of land cover change on ecosystem services in the Southwestern Amazon. We seek a research assistant interested in applied science, and working with stakeholders from academia, government, NGOs, and indigenous groups across Peru and Brazil to support decision making. More info on our NASA-SERVIR project can be found [here](#) and [here](#).

The research technician will support the greater goals of the project, mentor undergraduates and, assist, develop, and undertake their own spatial and statistical analysis projects. We envision this position most suitable for a recent college or masters graduate interested in climate change, sustainability, and tropical forests. We expect the research assistant to be a self-starter, motivated to expand and develop their own research skills.

To apply, send a cover letter, CV, and the contact information for two references to Dr. Stephanie Spera at sspera@richmond.edu. Review of applications will begin on August 15 and will continue until the position is filled.

The University of Richmond is committed to developing a diverse workforce and student body, and to modeling an inclusive campus community which values the expression of difference in ways that promote excellence in teaching, learning, personal development, and institutional success. Our academic community strongly encourages applications that are in keeping with this commitment.

Education and Experience:

- Bachelor's degree in Environmental Science, Ecology, Geography, Earth Science, Computer Science or a related field
- Proficient in ArcPro
- Familiar with remotely-sensed data and data analysis
- Knowledge of R, Python, and/or Google Earth Engine
- Some knowledge of Spanish and/or Portuguese a plus
- Location: Richmond, VA or Remote

Salary: \$21/hr + benefits

Term: 1 year with possibility of extension through end of project