



Esequiel Ramirez

Planner II

Esequiel is an Urban Planner at City Fabrick, dedicated to making a positive impact on the lives of historically marginalized communities. Born and raised in Long Beach, Esequiel possesses a deep understanding of the city's unique challenges and an unwavering commitment to creating equitable and sustainable urban environments. Esequiel's primary goal is to leverage his expertise in Geographic Information Systems (GIS) to analyze complex urban data, identify patterns, and generate innovative solutions for urban development. Through meticulous research and analytical skills, he seeks to address the specific needs and aspirations of diverse communities. Esequiel firmly believes that community involvement is essential for effective urban planning and decision-making. He actively seeks input from community members, organizes workshops, and facilitates inclusive discussions to ensure that the voices of all residents are heard and considered in the planning process. His interdisciplinary education has equipped him with a strong foundation in environmental sustainability, social justice, and policy analysis. When he is not immersed in urban planning, Esequiel enjoys exploring Long Beach's vibrant neighborhoods and advocating for sustainable practices in his community.

EDUCATION

Bachelor of Arts, Geography

California State University
Long Beach, 2022

Minor, Environmental Science**+ Policy**

California State University Long
Beach, 2022

LONG BEACH HOMELESSNESS STRATEGIC PLAN

Long Beach City Manager Office

DOWNTOWN PLANS ALIGNMENT PROJECT

City of Long Beach Development Services

MARTIN LUTHER KING JR. PARK VISION PLAN

City of Long Beach Parks

LOS ANGELES COUNTY PEDESTRIAN PLANS

Los Angeles County Department of Public Health

SAFE ROUTES FOR SENIORS

City of Los Angeles Department of Transportation

NEIGHBOR 2 NEIGHBOR

City of Long Beach City Manager Office

ZONE IN: CITY CORE (ACZIP)

City of Long Beach Development Services

EVERYONE HOME LONG BEACH

Long Beach City Manager Office

