

## GEOGRAPHER INTERVIEW

*Yuko Caras, King County, WA*

Read an interview of a real person who uses geography in his or her career. Answer the questions on your Geographer Interview Analysis sheet. Be ready to share your answers and ideas!

### 1) What is your job title?

Senior GIS Analyst (it is more like GIS specialist now for the work wise).

### 2) How would you describe what you do?

Currently I work with the Solid Waste, Parks and Airport department for the King County. I make paper maps, interactive online maps and do analysis depend on what my clients want.

### 3) How do you work with Geography?

Overlay different information on top of each other and find answers.

### 4) Why is Geography important to you?

Some things are difficult to conceptualize but easy to understand when you actually see it. Geography makes it easy to understand spatially and lead to making a good decision.

### 5) What kinds of Geographic questions do you try to answer?

Analysis is interesting. One of my projects on and off has been estimating an amount of debris due to large earthquakes in the area. Solid waste department needs to plan temporary debris dumping stations when big earthquakes hit the area. One part is to find property we can place debris and the other part is to figure how much debris we will have due to an earthquake. We found where the temporary debris managing locations would be considering landscape, environmental restrictions, accessibility and capacity. We also have a software/system to estimate how much building debris will be produced by inputting epicenter and magnitude of earthquake.

### 6) What kinds of Geographic maps or tools do you use in your work?

Predominantly ESRI software in King County. (GIS)

### 7) How do you decide which tools to use?

Depends on your resources and questions. There are open source GIS and free for use and share. If you are making simple maps or doing simple analysis, this is probably fine. If you are doing analysis, you do need some sort of GIS software, either ESRI's ArcMap or open source. If you are making a sophisticated map, you probably use some graphic software (i.e. Adobe Illustrator) after making a simple map and export to those formats to tweak.

### 8) How would your skills help you in the event of a zombie apocalypse?

You do need to understand the characteristics of zombie first. What they can do and what they can't. Once you have all that information, you can create a layer for each piece of information. For example, knowing how fast they move each day will create a buffer from where they are for each day until they get to you. The more information you have, the more accurate your map will be. I could overlay all those layers spatially and see where is the last place they reach and head there. Also I could place any objects to slow them down along the way, or place a barricade to protect unharmed area before they come (because I will know how long it will take them to get there).

