

# Tabatha Yelós

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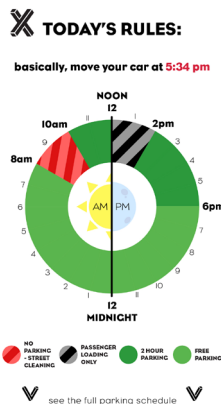
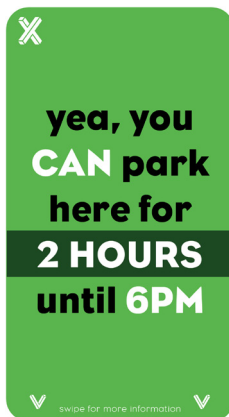
## Hi!

**I'm an LA based designer and animator interested in exploring new technologies. Whether it be in the media, online, or in tangible systems I believe in the power of good design as a tool to better our lives.**

My main interest lies in designing systems or tools that could be implemented in cities or large consumer networks to simplify people's interactions with the world around them and make interactions less frustrating. For this reason, I have curiosity towards working for the government and/or companies that design for the urban space. I also find that media has a large influence on people's perspectives of the world. I have spent a lot of time developing my skills as an animator with a goal of one day creating media that is more diverse, representative, and impactful to audiences.

I am a capable digital artist - I've always been quick to learn software and understand computers. I can comfortably use the Adobe Suite (Ps, Ai, Id, Pr, Ae, An, Au), Autodesk Maya, the Microsoft Office Suite, and other programs like Cinema 4D, Wordpress, and Prezi. I also know to code in HTML, CSS, and some Javascript (primarily P5).

# Can I Park Here?



**PARKING SCHEDULE**

	MON WED FRI	TUE THU	SAT & SUN
8am	P FREE	P FREE	P FREE
10am	P 2HR	P 2HR	P FREE
12pm	P 2HR	P 2HR	P FREE
2pm	P 2HR	P 2HR	P FREE
6pm	P FREE	P FREE	P FREE

## Reading Parking Signs So You Don't Have To

Parking in LA is a sturgggle. It's difficult. It's frustrating. It's...complicated. When I first moved here, reading the parking signs was probably the thing that I had the most trouble adjusting to - they're so confusing! It occurred to me that by simplifying the signage the entire experience could be made more enjoyable.

The challenge lies in that reating a viable solution, one that is implementable, is limited by the scale of the city.

## How can we simplify parking signage in LA without having to physically change all the parking signs?

Well, the first step in finding a solution is gathering data. However, the City of LA does not have a database of parking rules around the city. So, yes, that does mean that if you wanted to put up or change a parking sign on your street that you could do it and parking officials would most likely enforce it. Well...that's a problem.

**Can I Park Here? is a mobile web app that uses artificial intelligence to read parking signs and tell you if you can park there or not. It's simple: you take a picture of a parking sign, and then it tells you whether you can park there or not.**

The ultimate goal would be to furhter develop this tool and implement it so that a Parking Rules Database can be crowdsourced while, at the same time, making it easier and more enjoyable for people to park in Los Angeles.

featured work

# Just Get In Line!



## Just Get in Line! is a card game about US Immigration Policy

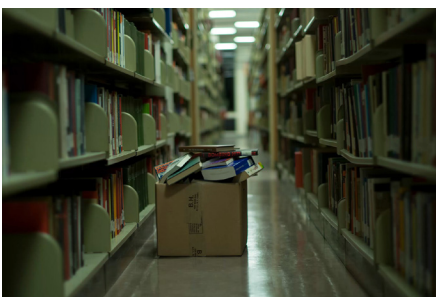
The point of the game is to highlight the disparities throughout the immigration system based on where you come from. It begs the question: why is it so much easier (and thus faster) for some people to immigrate into the country than others? The entire game is based off of research mainly collected through interviewing people who have immigrated to the country, their relatives, and people who work for the immigration system in some way. The game does not dramatize US Immigration in any way. It is entirely factual. In addition, the game attempts to understand why people leave their home countries and undergo a process that is so difficult, expensive, and time-consuming. Often we hear drastic narratives from immigrants who have been forced to leave by the severity of their situation. While their stories are extremely important for us to hear, this is not always the case. I fear that by giving these stories so much attention, we create an image of immigrants that is inaccurate, that they live in desperate situations and require our help, an "us vs. them" mentality. In crafting these stories, I wanted to focus on the less extreme cases of immigrants, the more privileged immigrants, who choose to leave, not because their situation forces them to do so, but for some other reason that makes them unhappy in their home. In doing this, I hope to contribute to the spectrum of immigrants and immigration cases, humanizing the immigrant as an individual.

featured work

## usedbooks



**usedbooks is a short stop motion animation about searching for something where there is nothing left.**



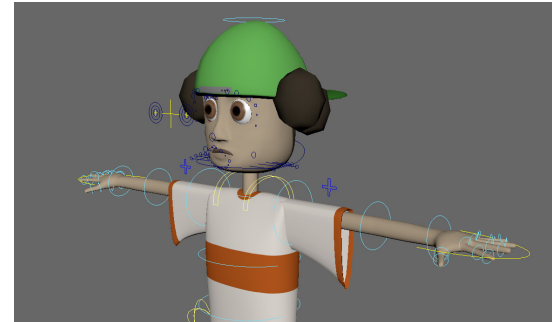
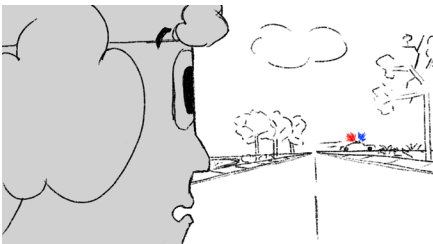
The aim of this video was to capture the feeling of desperation after visiting a close friend who I don't have the chance to see very often. Made for DESMA I53: Video.





featured work

# Scooter Duder



## A Short Animated Film: in progress

Scooter Duder is the story of a young upcoming superhero. Her tool: a powerful scooter that helps her fight crime. The film shows how she came across her scooter amidst dreams and fascination with superheroes.

My goal in creating this character was to make more space for young girls who don't see themselves reflected enough in the superhero universe. It is my first film fully produced by myself in Maya and provided a great opportunity for me to expand my skillset both in the program and as a storyteller.

This short is currently in progress and is expected to be done early 2019.