

# Yi An Yang

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Technologist / Designer with expertise in Generative AI-driven Design workflow, Fine-Tuning LGMs, LLMs and Computation 3D Design, 3D Visualization.

## Education

### Master of Science in Architectural Technologies

Southern California Institution of Architecture, CA, Sep 2023 - Sep 2024  
Graduated with Distinction

### Master of Architecture

National Chiao Tung University, Taiwan, Sep 2017 - June 2022

### Bachelor of Arts in Sociology

Tunghai University, Taiwan, Sep 2011 - June 2016

## Key Skills

### AI / Machine Learning :

Comfy UI, Stable Diffusion, Fine-Tune LLMs, LGMs, LoRa, Midjourney, Runway, Luma AI, Tripo AI

### Languages:

Python, JavaScript, Java, Python, HTML/CSS

### 3D Production:

Rhinoceros, Revit, Grasshopper, Maya, Unreal Engine, Blender, Houdini, Unity

### Rendering:

Unreal Engine, Vray, Lumion, Enscape

### Presentation:

Figma, Adobe Suits, InDesign, Photoshop, Illustrator, Figma

## Work Experience

### Technical Artist in OI studio

- Feb 2025

**Food Commercial:** A project developed an **AI workflow** for generating high-quality food commercials. The process involves **refining training datasets** and **fine-tuning** multiple **Flux LoRa models** to enhance consistency in product appearance. The workflow integrates both **image and video generation**, ensuring visual coherence across different media formats while maintaining the realistic and appealing aesthetics of the food products.
- Feb 2025

**Digital Character Generation:** A specialized **AI workflow** designed for generating virtual influencers. The project includes creating a structured pipeline for **character rigging**, outfit variations, and developing tailored datasets for character consistency. Additionally, it involves **training LoRa models** to ensure a cohesive and scalable approach to character generation, enabling seamless animation and adaptation across various digital platforms.
- Dec 2024

**IdØl:** An AI-film project **combining AI generation techniques with 3D production**. The project uses **MidJourney** for concept design, **ComfyUI** for image refinement, and **Runway** and **Luma AI** for video generation. **Unreal Engine 5** enhances spatial consistency through scene setup in pre-production, showcasing the seamless integration of AI tools with 3D workflows.

### Synthetic Data Artist in collaboration with UF SHARE Lab

- Nov 2024

**Semantic Seeker — A Dialogue between Randomness and Patterns:**  
The project showcases AI-generated interior design styles reflective of Taiwanese residential architecture, utilizing **fine-tuned models** to ensure stylistic accuracy. The process involves compiling categorized image datasets sourced from Taiwanese homes and **applying LoRA fine-tuning with Kohya on Stable Diffusion 1.5 as the base model**. Additionally, the design incorporates **AI agents** to propose relevant questions, with responses generated through **fine-tuned LLMs**, demonstrating a seamless integration of AI-driven workflows and technical precision.

### AI Stack Developer & AI-Driven Creative Direction

- Aug 2024

**CONTEXTU(AI):** An **advanced AI stack** that builds custom **AI workflows and pipelines, integrating ComfyUI for image generation and 3D production workflows** to transform social media data into new visuals and architectural designs for brands. By **fine-tuning Large Generative Models (LGMs)**, the system ensures outputs align with the project’s art direction, achieving a refined aesthetic and conceptual clarity.  
The workflow further incorporates the generation and refinement of **3D Gaussian Splats**, seamlessly blending them into the design process. This integration of cutting-edge AI tools enables the creation of innovative, cohesive results that bridge visual storytelling and architectural design.

### Generative AI Designer

- Dec 2023

**Wovenscape:** The project that showcases **AI-generated layouts** for residential and commercial spaces, emphasizing enhanced spatial connectivity through **LoRA fine-tuning**. The 3D design process begins with **agent-based** architectural massing **generated**, which is then refined using **CLIP-guided Gaussian splats**.

## Spatial-Relative Experience

### Project Manager in CCHsu Architect Associate

- July 2022

Computation Design, public architecture, interior design.
- Aug 2023

Development of technical files, images, presentations, 3D & 2D modeling.

### Spatial Experience Designer in Serendipity Studio

- June 2021

Parametric 3D design, furniture design, exhibition design.
- July 2022

### Architectural Designer in KHK Architect Association

- June 2015

House, interior design, 3D modeling
- Aug 2017