

Yi An Yang

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Multi-disciplinary Designer and Creative Technologist with expertise in **Generative AI-driven Design workflow, Spatial Design, Visualizations** and **fine-tuning LGMs, LLMs** .

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

Tool

- **AI / Machine Learning :**
Comfy UI, Stable Diffusion, LLMs, LGMs, LoRa, Midjourney, Runway, Luma AI, Tripo AI
- **Design Production:**
Rhinoceros, Revit, Grasshopper, Maya, Unreal Engine, Blender, Houdini, AutoCAD, Unity.
- **Rendering:**
Vray, Lumion, Enscape, Unity, Unreal Engine, Vray.
- **Programming:**
JavaScript, Java, Python, HTML/CSS.
- **Presentation:**
InDesign, Photoshop, Illustrator, Figma

Awards

- Red Dot Design Award 2022
Golden Pin Design Award 2021 Exhibition
- Good Design Award 2022
Golden Pin Design Award 2021 Exhibition

Experience

AI Stack Developer And Art Direction

CONTEXTU(AI) is 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

Generative AI Designer

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**.

Synthetic Data Artist in collaboration with UF SHARE Lab

Semantic Seeker — A Dialogue between Randomness and Patterns:
The project showcases AI-generated interior design styles reflective of Taiwanese residential architecture, utilizing **fine-tuned LGM 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.

Technical Artist in collaboration with OI studio

IdØ!: 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.

Spatial-Relative Experience

Project Manager

CCHsu Architect Associate, Taiwan | July 2022 - Aug 2023

3D modeling, architecture, landscape & interior design.

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

Designer

Serendipity Studio, Taiwan | June 2021 - July 2022

3D modeling, interior design, furniture design, exhibition curation and space design.

Architectural Designer

KHK Architect Association, Taiwan | June 2015 - Aug 2017

3D modeling, interior design, residential and mix-use design.