# Yi An Yang

https://yianyang.com/ yangyianne@gmail.com Multi-disciplinary Designer and Creative Technologist expertise in Generative Al-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 cuttingedge Al tools enables the creation of innovative, cohesive results that bridge visual

#### **Generative AI Designer**

Urban Furry: The project that showcases Al-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 CMU SHARE Lab

Semantic Seeker — A Dialogue between Randomness and Paterns:
The project showcases Al-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 **Al agents** to propose relevant questions, with responses generated through **fine-tuned LLMs**, demonstrating a seamless integration of Al-driven workflows and technical precision.

#### **Technical Artist** in collaboration with OI studio

IdØl: An Al-film project combining Al 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.