

# Yewoinhareg T. Geberemariam /<sub>Yewoin/Ye-woy-n</sub>

## Skills

### Graphics/3D

- Unreal Engine
- Unity
- Houdini
- Blender
- Z-brush

### Production/Modeling

- Rhino
- Grasshopper
- Revit
- SketchUp

### Graphic presentation

- Photoshop
- Adobe After Effects
- Adobe Illustrator
- Adobe InDesign

### Rendering

- Unreal Engine
- Lumion
- Enscape
- Veras

### Programming

- CSS
- HTML
- JavaScript
- Figma

### Artificial


### Intelligence/Machine Learning

- Neural Networks:
- Style Transfer
- CycleGAN
- Pix2Pix

## Language

- English
- Amharic

## Contact/Links

 (240) 893-2962

 [yewoin.tesfa@gmail.com](mailto:yewoin.tesfa@gmail.com)

 Silver Spring, MD

|Portfolio|



## About

Yewoinhareg Geberemariam is an architectural technologist and designer, with a deep passion for interactive media, creative technology, design, extended reality, and architecture.

## Education

- M.S. Architectural Technologies (with distinction) | September 2023  
Southern California Institute of Architecture (Sci-Arc) | Los Angeles, CA
- Master of Architecture | May 2021  
Morgan State University (MSU) | Baltimore, MD
- Bachelor of Science – Construction Technology and Management | July 2016  
Addis Ababa University (AAU) | Addis Ababa, Ethiopia

## Experience (selected works)

### [InnerRender](#)

- Architectural render at CHARTER Homes & Neighborhoods | Jun 2024

### [XR: other](#)

- Application that utilizes near real-time image transformation to visualize diverse perceptions of the same environment. | September 2023
- Extended Reality | Generative AI | Interactive Media

### [Interactive Children's Book Using Augmented Reality](#)

- Utilizing augmented reality in children's books to enhance storytelling and reading experiences. | April 2023
- Augmented Reality | Illustration | Creative Technologies

### [mazeCity](#)

- Machine learning design research proposal of the integration of a smart city campus and a sustainable agricultural production system. | December 2022
- Generative Architecture | Machine Learning Research | Neural Networks

### [Ginat Robot + 2D/3D Diffusion = Furniture](#)

- Exploration of the use of text to image and text to 3D AI models within an automated product design workflow. | December 2022
- Automation | Digital Fabrication | Product Design

### [Art Therapy](#)

- A proposal for a commercial/multiuse building. Exploration of art through form and incorporating nature into the design. | April 2021
- Architecture | Design | Research

## Recognition

- Represented at the 18<sup>th</sup> Architecture Biennale Venice Virtual Pavilion, for the project designing smart cities. | 2023
- Recent project "other" was published in the article elledecoritalia titled "Architettura e didattica: in cerca di nuovi orizzonti educative" | 2023
- Featured designer/architect in the SAY IT LOUD – Maryland Virtual & Baltimore Exhibition | 2021
- Participated in Maryland AIA chapter's student awards program. | 2021
- Researcher and assistant in the paper "Sustainable rehabilitation in the City of Baltimore: A Study of the Potential Investors" for International Conference on Sustainable Infrastructure by Dr. Jason Charalambides. | 2019
- Teamwork award on my senior thesis research on the role of sustainable infrastructure in achieving sustainable development. | 2018