Yewoinhareg T. Geberemariam /Yewoin/Ye-woy-n

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

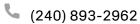
Intelligence/Machine Learning

- · Neural Networks:
- Style Transfer
- CycleGAN
- Pix2Pix

Language

- English
- Amharic

Contact/Links







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 Addis Ababa University (AAU) | Addis Ababa, Ethiopia

July 2016

Experience (selected works)

InnerRender

Architectural render at CHARTER Homes & Neighborhoods

Jun 2024

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 | NeuralNetworks

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 18th 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

2021

2021

Featured designer/architect in the SAY IT LOUD - Maryland Virtual & Baltimore

Participated in Maryland AIA chapter's student awardsprogram.

Researcher and assistant in the paper "Sustainable rehabilitation in the City of 2019 Baltimore: A Study of the Potential Investors" for International Conference on Sustainable Infrastructure by Dr. Jason Charalambides.

Teamwork award on my senior thesis research on the role of sustainable infrastructure in achieving sustainable development.

2018