Yewoinhareg Geberemariam

U.S. Citizen | Eligible for Federal Clearance

Architectural Designer | Interior Designer

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PROFESSIONAL SUMMARY

Architectural designer with two Master's degrees in architecture from Morgan State University (MSU) and architectural technologies from Southern California Institute of Architecture (SCI-Arc), bringing a strong foundation in conceptual design, BIM modeling, and architectural visualization. Experienced in translating design ideas into clear drawings, documentation sets, renderings, and presentation materials that communicate spatial intent and support client decision-making. Proficient in Revit, Adobe Creative Suite, and 3D visualization tools including Enscape, Corona, and 3ds Max, with hands-on experience across concept, schematic, and visual development phases in collaborative team environments. Detail-oriented and adaptable, committed to producing technically sound and visually compelling architectural work while actively preparing for professional licensure (ARE).

RELEVANT SKILLS

BIM & Modeling

- Revit
- Rhino
- SketchUp
- AutoCAD
- Grasshopper

Rendering & Visualization

- Enscape
- Corona
- 3ds Max
- Lumion
- Blender
- Unreal Engine

Graphic & Presentation

Adobe Creative Cloud
- Photoshop
- Illustrator
- InDesign
- After Effects

EXPERIENCE

Architectural Renderer | CHARTER Homes & Neighborhoods | Lancaster, PA | May 2024 – July 2024
- Produced high-quality architectural renderings, visualizations, and presentation materials supporting residential design development, marketing, and client communication.
- Assisted in preparing design documentation and visual assets aligned with construction intent and project specifications.
- Collaborated with architects, designers, and marketing teams to meet project deadlines and maintain visual consistency across deliverables.

Designer (Product & Digital) | 10th Inning, San Diego, CA | December 2024 – August 2025
- Collaborated with cross-functional teams to design user-centered digital platforms for an AI-based athletic development system, applying research, visual hierarchy, systems thinking, and layout organization to create structured, intuitive interfaces and supporting documentation.
- Translated complex user requirements into organized design systems through iterative prototyping and feedback, utilizing workflows comparable to architectural concept development, spatial organization, and visual presentation.
- Produced visual mockups, diagrams, and presentation materials to communicate design intent clearly to stakeholders and technical teams.

Designer (Product & Digital) | Student Achievement Partners (SAP), Aboagye Ventures, San Diego, CA | April 2025 – July 2025
- Conducted structured user research and developed dashboard layouts and interface systems that improved communication across multi-role educational environments.

- Designed scalable visual hierarchies and presentation layouts using principles of alignment, consistency, and accessibility.
- Collaborated with multidisciplinary teams to deliver cohesive design solutions aligned with project timelines and stakeholder objectives.

SELECTED DESIGN PROJECTS
(Academic & Independent)

MazeCity – Smart Campus & Sustainable Urban System Proposal | December 2022
Generative Architecture | Machine Learning Research | Urban Systems
- Produced a research-driven conceptual masterplan integrating smart-city infrastructure with sustainable agricultural production systems.
- Explored generative architectural strategies and data-informed design approaches to address environmental efficiency and long-term urban resilience.

Art Therapy Commercial / Mixed-Use Building Proposal | April 2021
Architectural Design | Research | Construction Drawings
- Developed a conceptual mixed-use commercial building proposal emphasizing natural light, organic form development, and therapeutic spatial environments.
- Applied architectural research methods to integrate art, nature, and functional programming into cohesive building design solutions.

XR Environment Visualization Study | September 2023
Extended Reality | Generative Visualization | Interactive Media
- Developed an interactive environment study using near real-time image transformation techniques to explore multiple visual interpretations of the same spatial setting.
- Investigated how immersive visualization tools can support early-stage design communication and experiential understanding of space.

AI-Assisted Furniture Design Workflow | December 2022
Digital Fabrication | Parametric Design | Documentation Sets
- Investigated AI-assisted design processes for furniture prototyping using text-to-image and text-to-3D workflows.
- Focused on iterative form exploration, parametric modeling, and digital fabrication methodologies applicable to product and interior design contexts.

EDUCATION

M.S. Architectural Technologies (with distinction) | August 2022 - September 2023
Southern California Institute of Architecture (SCI-Arc) | Los Angeles, CA, USA
Master of Architecture | August 2018 - May 2021
Morgan State University (MSU) | Baltimore, MD, USA
B.S. Construction Technology & Management | September 2011 - July 2016
Addis Ababa University (AAU) | Addis Ababa, Ethiopia

AWARDS AND RECOGNITION

- Represented at the 18th Architecture Biennale Venice Virtual Pavilion, for the project designing smart cities | 2023
- Mobile application 'Other' featured in the Elle Decor Italia article '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