MANUEL RODRIGUEZ LADRON DE GUEVARA

340 Amber Street, Pittsburgh, PA, 15206 manuelr@andrew.cmu.edu https://manuelladron.github.io/ https://www.flumio.co https://www.craidl.group https://github.com/manuelladron +1 412 692 1063

Education 2018 - Present PhD Candidate in Computational Design Carnegie Mellon University, School of Architecture, Pittsburgh, PA 2016 - 2018 Masters in Advanced Architectural Design (MAAD) Carnegie Mellon University, School of Architecture, Pittsburgh, PA 2007 - 2013 Bachelor in Architecture, graduated with Honors Barcelona School of Architecture, Polytechnic University of Catalonia Licenses & Certificates 2020 Generative Adversarial Networks (GANs) Specialization deeplearning.ai, Coursera Mathematics for Marchine Learning: Linear Algebra 2019 Imperial College London, Coursera 2019 Mathematics for Marchine Learning: Multivariate Calculus Imperial College London, Coursera Licensed Architect 2015 Colegio de Arquitectos, Granada, Spain

Work Experience

| 2023 - Present | Co-founder and CEO Flumio Inc. Text-to-Fabrication Startup |
|----------------|---|
| 2018 - Present | Studio Instructor Carnegie Mellon University, School of Architecture Freshmen and Sophomore BArch |
| 2021-2022 | Research Scientist Intern - Summer Adobe Research, Adobe Inc. Mentors 2022: Daichi Ito, Jose Echevarria, Yannick Hold-Geoffroy, Yijun Li, Cameron Smith Mentors 2021: Aaron Hertzmann, Matthew Fisher |
| 2021-2022 | Co-Instructor Carnegie Mellon University, School of Architecture 48770 Intro to Machine Learning in Design NLP and Multi-modal ML |

| | 2019 | Teaching Assistant - Summer Carnegie Mellon University, Language Technologies Institute 11785 Intro to Deep Learning - Professor Bhiksha Raj Latent and Implicit Generative Neural Models |
|----------|----------------|---|
| | 2017 - 2019 | Studio Instructor Carnegie Mellon University, School of Architecture Pre-College |
| | 2016 - 2019 | Research Assistant Carnegie Mellon University, School of Architecture Robotic Incremental forming Robotic 3D-contour crafting |
| | 2017 - 2018 | Teaching Assistant Carnegie Mellon University, School of Architecture Advanced Synthesis Option Studio |
| | 2015 - 2017 | Registered Architect Ladron de Guevara Office of Architecture, owned licensed office K house, 3-story family house building, Granada, Spain. Built O house, 2-story family house building, Granada, Spain Jinx house, 2-story family house building, Cordoba, Spain |
| | 2014 - 2015 | Project Architect Studio Idealyc, London, United Kingdom Selwyn Road Benson House Vivian Road Underwood Road |
| | 2013 - 2014 | Project Architect Cloud9, Enric Ruiz Geli Architecture. Barcelona, Spain. Ampo Masterplan, Guipuzcoa, Spain. Ampo Creativity House, Guipuzcoa, Spain, elBulli Foundation, Girona, Spain. PortOle, Krasnodar, Russia. Aiguablava, Girona, Spain. |
| | 2012 - 2013 | Architectural Assistant ASZ arquitectes, Internship, Barcelona, Spain |
| Services | 2011 - 2012 | Architectural Assistant Studio Idealyc, Internship, London, United Kingdom. |
| Services | 2023 | Thesis Reviews Invited reviewer at Virginia Tech School of Architecture for 5th and 3rd year students |
| | 2023 - Present | Conference Reviewer IEEE/CVF Winter Conference on Applications of Computer Vision (WACV) |
| | 2020 - Present | Conference Reviewer International Conference of the Association for Computer-Aided Archi- tectural Design Research in Asia —CAADRIA. |

Artificial Intelligence

| 2023 | Ladron de Guevara, M. , Echevarria J., Li Y., Hold-Geoffroy, Y., Smith C., Ito D. "Cross-modal Latent Space Alignment for Image to Avatar Transltion". ICCV 2023 |
|---------------|--|
| 2023 | Ladron de Guevara, M. , Fisher, M., Hertzmann A., forthcoming 2023. "Attention-Based Painting". |
| 2023 | Ladron de Guevara, M. , Fisher, M., Hertzmann A., forthcoming 2023. "Im2Painting: Precise Precise Painterly Stylization". |
| 2022 | Ladron de Guevara, M. , Schneidman, A., Byrne, D., Krishnamurti, R. "A Multimodal Approach for Grounding Design Attributes". CUMINCAD 2022 |
| 2022 | Veloso, P., Rhee, J., Bidgoli, A., Ladron de Guevara, M. , "Bubble2Floor: A pedagogical experience with deep learning for floor plan generation.". CUMINCAD 2022 |
| 2020 | Cazenavette, G., Ladron de Guevara, M. , "MixerGAN: An MLP-Based Architecture for Unpaired Image-to-Image Translation. https://arxiv.org/ pdf/2105.14110.pdf |
| 2020 | Ladron de Guevara, M., George, C., Gupta, A., Byrne, D., & Krishnamurti, R. (2020). "Multimodal Word Sense Disambiguation in Creative Practice". Forthcoming In IEEE International Conference on Machine Learning and Applications. https://arxiv.org/abs/2007.07758. Video presentation: https://youtu.be/iD3ZhytPZ9I |
| 2020 | Bidgoli, A., Ladron De Guevara, M. , Hsiung C., Oh J., and Kang E. (2020) "Artistic Style in Robotic Painting; a Machine Learning Approach to Learn- ing Brushstroke from Human Artists." In Proceedings of the 29th Internation al Conference on Robot and Human Interactive Communication (RO-MAN). Naples. |
| Computational | Design and Robotic Fabrication |
| 2020 | Ladron de Guevara, M. , Borunda, L. R., Byrne, D., & Krishnamurti, R. (2020). "Multi-resolution in architecture as a design driver for additive manufacturing applications". International Journal of Architectural Computing. https://doi.org/10.1177/1478077120924802 |
| 2019 | Ladron de Guevara M., Borunda L., Krishnamurti R. (2019) "A Multi- resolution Design Methodology Based on Discrete Models". In: Lee JH. (eds) Computer-Aided Architectural Design. "Hello, Culture". CAAD Futures 2019. Communications in Computer and Information Science, vol 1028. Springer, Singapore. https://doi.org/10.1007/978-981-13-8410-3_7 |
| 2019 | Ladron de Guevara M., Borunda L., Ficca, J., Byrne, Daragh., Krishnamurti R. (2019). "Robotic Free-Oriented Additive Manufacturing Technique for Thermoplastic Lattice and Cellular Structures", In M. Haeusler, M. A. Schnabel, T. Fukuda (eds.), Intelligent & Informed - Proceedings of the |

| | 24th CAADRIA Conference - Volume 2, Victoria University of Wellington, Wellington, New Zealand, 15-18 April 2019, pp. 333-342. | | |
|----------------------|---|--|--|
| 2019 | Borunda L., Ladron de Guevara M. , Anaya J. (2019). "Design Method for Optimized Infills in Additive Manufacturing Thermoplastic Components", In J.P. Sousa, G. C. Henriques, J. P. Xavier (eds.), Architecture in the age of the 4th Industrial Revolution - Proceedings of the eCAADE 37 / SIGraDI 23 Conference - Volume 1, University of Porto, Porto, Portugal, 11-13 September 2019, pp. 493-502. | | |
| 2018 | Borunda, L., Ladron de Guevara, M. , Anaya, J. and Pugliese, G., (2018). "Optimized Additive Manufacturing Building Components". In 4th International Conference on Technological Innovation in Building (CITE), Madrid. | | |
| 2018 | Borunda, L., Ladron de Guevara, M. , Anaya J., Pugliese G., "Human-Ma- chine Collaboration Practices for Manufacturing Digitally Designed Complex Surfaces", (2018). In the International Conference on Construction Research – Eduardo Torroja AEC. | | |
| 2018 | Masters Thesis Publication: "Multi-Resolution in Architectural Design and Robotic Fabrication: Novel Resolution Based Computational Method and Free-Oriented Additive Manufacturing Technique. https://kilthub.cmu.edu/articles/Multi-Resolution_in_Architectural_Design_ and_Robotic_Fabrication_Novel_resolution_based_computational_method_ and_Free_Oriented_Additive_Manufacturing_technique/7135835/1 | | |
| 2013 | BArch thesis published at the Symposium "Rethinking cities: Framing the Future" with the exhibition My Very Own City (MVOC) curated by Institute for Advanced Architecture of Catalonia (IAAC). Curators: Areti Markopoulou, collaborator: Maite Bravo. http://www.iaacblog.com/2012/10/08/opening-of-the-world-bank-symposium- rethinking-cities-framing-the-future/ | | |
| Lectures & Workshops | | | |
| 2023 | Panelist, AI and Architecture debate. Forthcoming, Barcelona | | |
| 2019 | Opening Lecture "The impact of industrial robots in the construction industry 4.0" for the XV Engineering Week, at the Engineering and Technical School, UAJC, Juarez, Mexico. | | |
| 2018 | Autodesk Build Space, Robotically Augmented Incremental Forming work- shop, co-leader along Jeremy Ficca, Boston, Massachusetts. | | |
| Honors and Awards | | | |
| 2020 | Computational Design Research Support microgrant, Carnegie Mellon University, Pittsburgh | | |
| 2018 - 2020 | Graduate Student Small Project Help (GuSH) grant Carnegie Mellon University, Pittsburgh | | |
| 2018 | Studio for Creative Inquity, Frank-Ratyche grant Carnegie Mellon University, Pittsburgh | | |

| 2018 | PhD Tuition waiver Carnegie Mellon University |
|------|---|
| 2013 | B.Arch Thesis Honors Barcelona School of Architecture, Politechnic University of Catalonia |
| 2013 | B.Arch Thesis exhibition and catalogue publication 10+10 AAAB Center of Barcelona |

Additional Information

| Startup | Co-founder and CEO of Flumio (pre-seed stage) |
|---------------|--|
| Research Unit | Co-founder of CRAIDL— <i>Creative AI and Design Launchpad</i> —artificial inteligence research group at the CodeLab, School of Architecture, Carnegie Mellon University. |
| Languages | Spanish (Native), English (Proficient), Catalan (Proficient) |
| Programming | Python, Pytorch, R |
| Software | AutoCAD, Revit, Dynamo Rhinoceros, Grasshopper Photoshop, Illustrator, InDesign RobotStudio, HAL |

AI & CS Courses Taken at Carnegie Mellon University

| Artificial Intelligence | | |
|--|------------|--|
| 16-824 Visual Leraning and Recognition | F21 | |
| 16-726 Learning-based Image Synthesis | S21 | |
| 10-403 Deep RL and Control | S21 | |
| 11-747 Neural Networks for NLP | S21 | |
| 11-777 Multimodal Machine Learning | F20 | |
| 11-785 Introduction to Deep Learning | S20 | |
| 11-611 Natural Language Processing | S20 | |
| 10-601 Machine Learning | F19 | |
| 10-737 Creative AI | F19 | |
| Mathematics and Statistics | | |
| 36-600 Over. Statistical Learning and Modeling | F22 | |
| 21-120 Differential Integral Calculus | S19 | |
| 21-241 Matrices and Linear Transformations | <i>S19</i> | |
| Computer Science and Computational Design | | |
| 15-112 Fundamentals of programming & CS | F18 | |
| 15-122 Principles of Imperative Computing | F18 | |
| 48-782 Design Computation I | <i>F17</i> | |
| 48-784 Design Computation II | <i>F17</i> | |
| 15-122 Principles of Imperative Computing 48-782 Design Computation I | F18 F17 | |