**Generative Game Instructor Info**

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***Bio***: Runjia Tian is a Master in Design Studies, Technology Concentration graduate at Harvard Graduate School of Design. Trained as an architect, Runjia is a multidisciplinary advocate of architecture, computation, and engineering. He investigates the future of design through the synergetic engagement of creative computation, extended reality, multimodal media, machine perceptions and deep learning. His more recent research focuses on the enactive co-creation between human designers and machine intelligence. Runjia’s recent thesis research at the GSD involves the use of deep reinforcement learning and human-centric artificial intelligence in the generative architecture design process. Runjia has authored/co-authored several peer-reviewed publications on architecture, urban design, and technology in international conferences such as ACADIA, eCAADe, CAADRIA and CDRF.

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***Bio***: Zhaoyang Luo is a Ph.D candidate in School of Architecture at Harbin Institute of Technology (HIT). He is also an architecture designer, engineer and researcher in Architectural Digital Design and Technology Institute (ADDTI) and in SUNCHENG Young scientist studio at HIT. His main interests lie at the intersection between daylighting in built environment, design and technology through the lens of computation and artificial intelligence. His researches are focused on the visual comfort optimization for indoor environment and automated shading control strategies. Currently he investigates the machine learning-based innovation of automated shading control strategies, facilitating prototyping the intelligent facade with precisely daylighting control.

**Linhai Shen**  
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***Bio***: Linhai Shen is computational designer and graduate student from School of Architecture, Harbin Institute of Technology. He is interested in generative design, performance optimization, and interactive media/architecture for high performance intelligent environment. Linhai’s thesis research at the HIT involves real-time occupant-oriented modular adaptive façade control strategy with daylight simulation and integer programming.  His latest research focuses on applications of machine learning method for building performance evaluation and optimization. Linhai has authored/co-authored several peer-reviewed publications on computational design in B&E, PLEA and CAADRIA. He has also served as assistant teacher for undergraduate course Digital Architecture Design at HIT, teaching parametric modeling and performance optimization. For more details on Linhai's work, please kindly visit