

Katerje Boursiquot

portfolio

Resume

Katerie Boursiquot

Education

***Northeastern University** Boston, MA
Bachelor of Science Degree in Architecture
2 0 2 0
Candidate for Masters of Architecture
2 0 2 1

***Honors**
Deans List Fall 2015, Fall 2016, Fall 2018
Finalist for Undergrad Design Award Spring 2016

***Activities**
American Institute of Architecture Students
Freedom by Design 2018-2019 Director
Mural Club

Contact

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Boston, MA 02119

Experience

***Handel Architects** Boston, MA
Intern // June - December
Worked on a variety of projects, ranging from a sales office renovation to lab/office developments. Responsibilities included modeling in rhino, creating drawings and graphics utilizing applications like AutoCAD, Illustrator, and Photoshop. Other tasks included making presentations, code calculations, and was heavily involved in competition entry project.
2 0 1 9

***Shen Milsom & Wilke** New York City, NY
Intern // July - December
Design coordination with all project teams. Worked on design and construction drawings for Telecommunications, Security, Medical Equipment, and Audio Visual designs in the CAD/BIM Department. Responsible for creating a variety of drawings from enhancing plans and sections to renderings.
2 0 1 7

***Bouve College Dean's Office** Boston, MA
Office Assistant // September - April
Worked to maintain order and quality of office functions. Responsibilities included making deliveries of confidential mail, maintaining filing cabinets, and other tasks around the office.
2 0 1 6 - 2 0 1 7

***Gallery 360** Boston, MA
Attendant // September - April
Monitor the gallery while attending to any visitors and the questions they might have. Gained knowledge of contemporary art exhibits and different exhibit setups.
2 0 1 5 - 2 0 1 6

Skills

AutoCAD ●●●●●●●○
Photoshop ●●●●●●●○○○
Illustrator ●●●●●●○○○○
InDesign ●●●●●●○○○○
Microsoft Office Suite ●●●●●●●●●○
Rhino ●●●●●●○○○
Revit ●●●●●●○○○○
Sketchup ●○○○○○○○
Model-Making ●●●●●●●○○
Free-hand Sketching ●●●●●●○○○

Languages

English, native // French, intermediate

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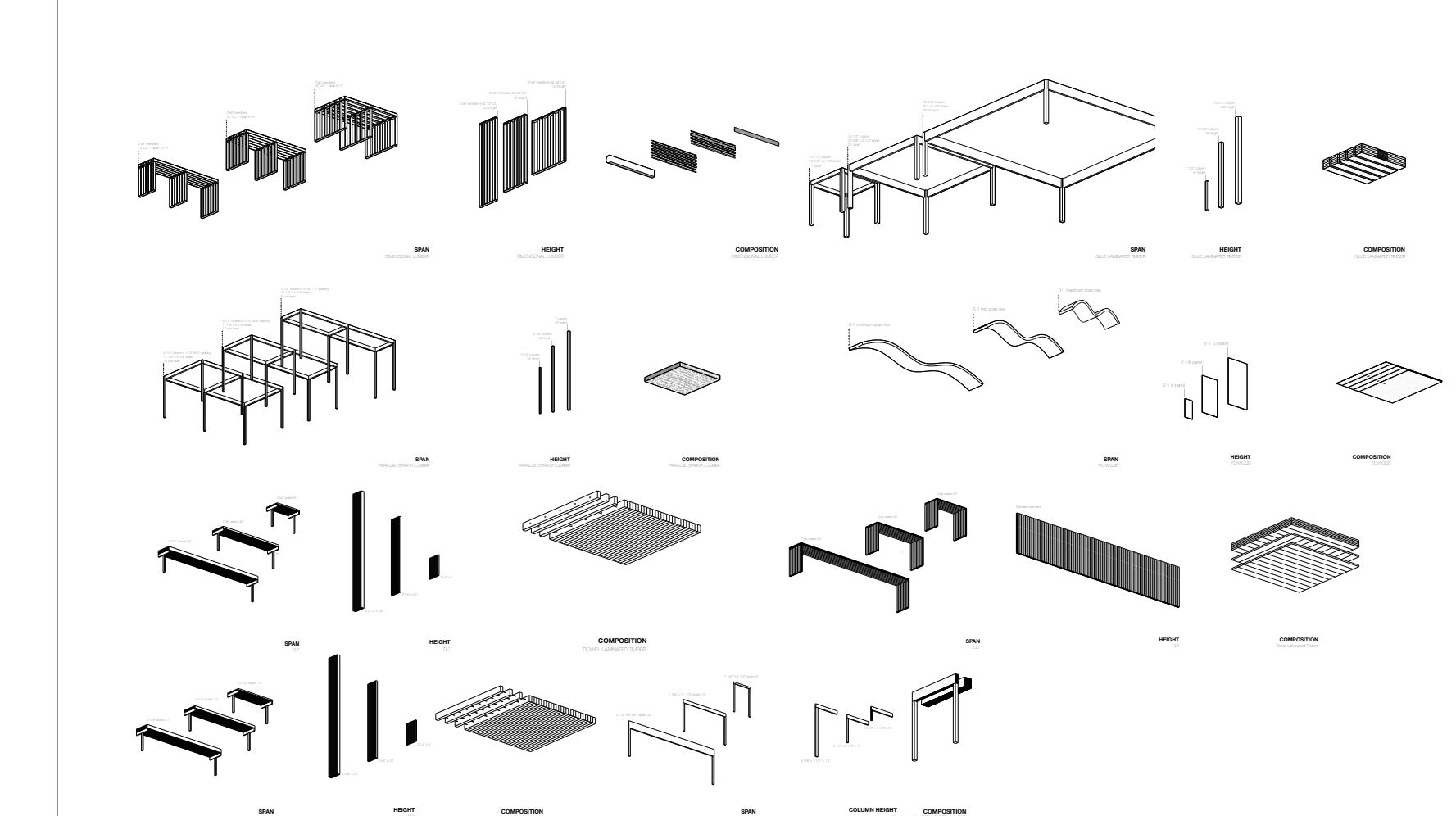
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Urban Forest

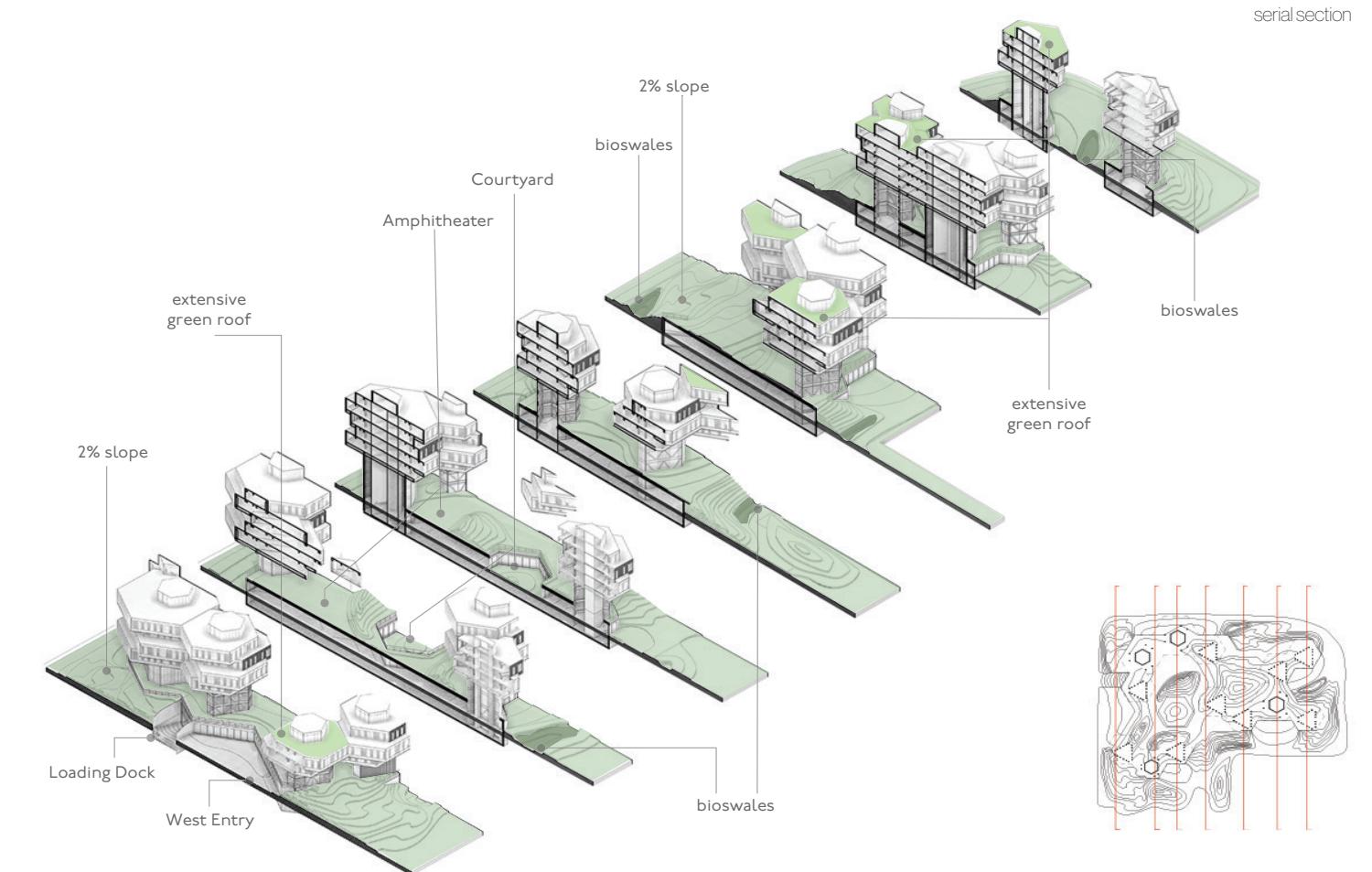
The decisions we, as designers, make today, provide the framework for our communities. We are the foundation of the built environment, more so than any physical foundation. Every decision we make to be mindful or not has a direct impact on design and how well the design can function in any environment. So we must pay very close attention to the environments in which our projects exist, because if it cannot exist in harmony there, we have failed. Architecture should exist solely for the people. To be lived in and interacted with. To create a dialogue of spaces and divisions in which we maneuver. If architecture is not designed for the human experience, it is a mistake. In the context of drastic environmental change, mindful choices and studies that we do today can only benefit our practice in the future. With our rapidly changing climate, it's important to think of how buildings fit into that equation. 39% of CO₂ emissions comes from the building and construction industry. With this in mind, we must advocate for materials that do not contribute a surplus of carbon to the already toxic manufacturing process. Using organic material, we should pay attention to multiple aspects of the site. Looking to existing infrastructure and elements are clues for design processes. Proximity to greenways, prominent street corner presence, water, etc. are all defining elements of a site. The ground floor or plane should encourage and aid pedestrian flow and rest. All these elements contribute to the sustainability of a project. If a building can adapt to many different changes, it can grow and change just as its occupants, rather than be outgrown.



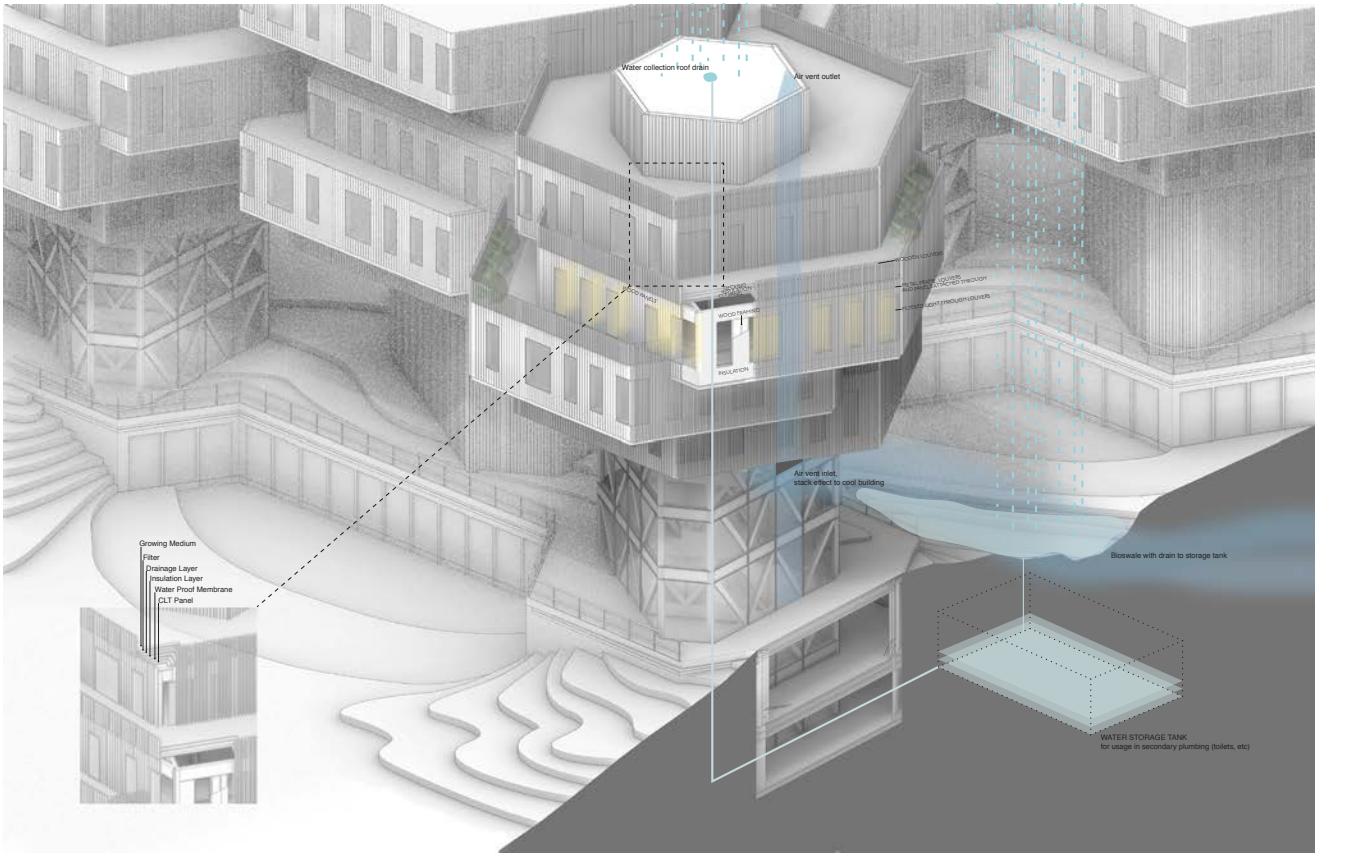
wood material studies



site plan



serial section



construction and mechanical peel away diagram



front / north facing elevation



back / south facing elevation

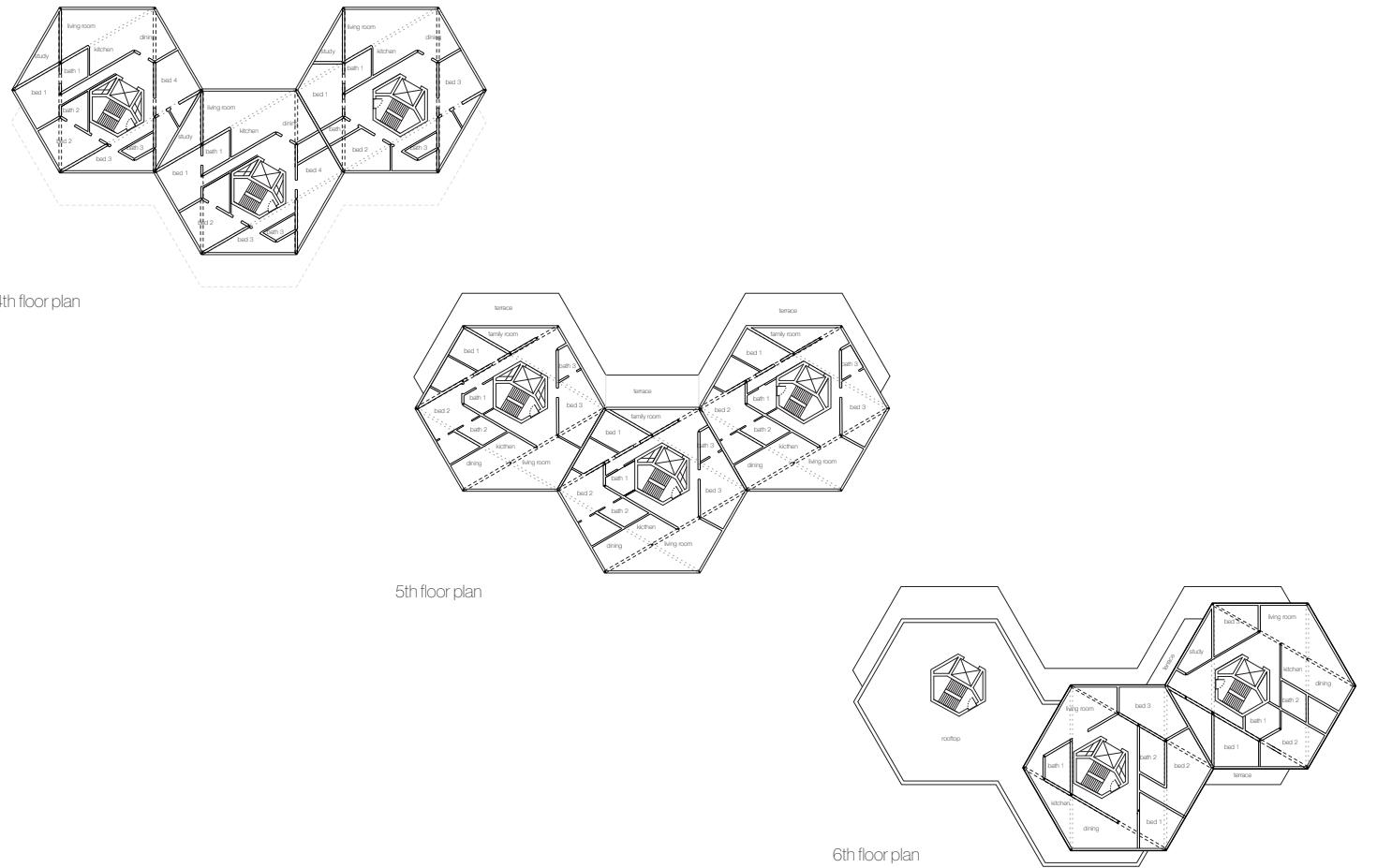


right / east facing elevation

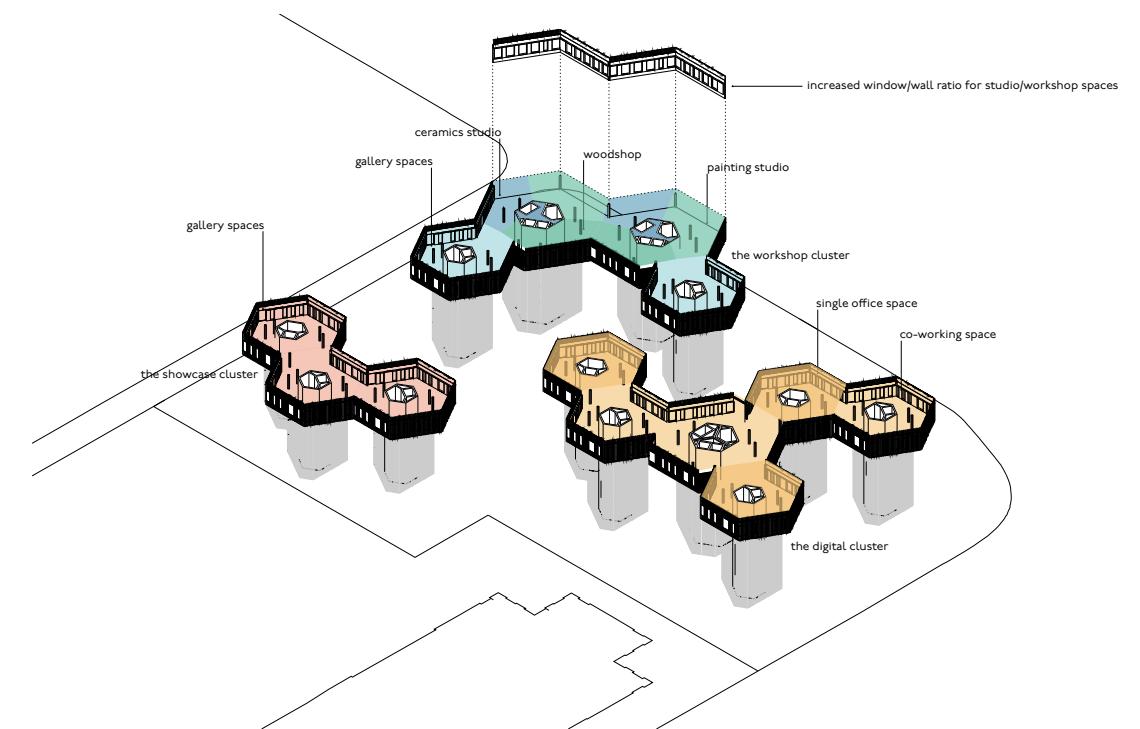


left / west facing elevation

cluster plans



potential program scenario





view from street

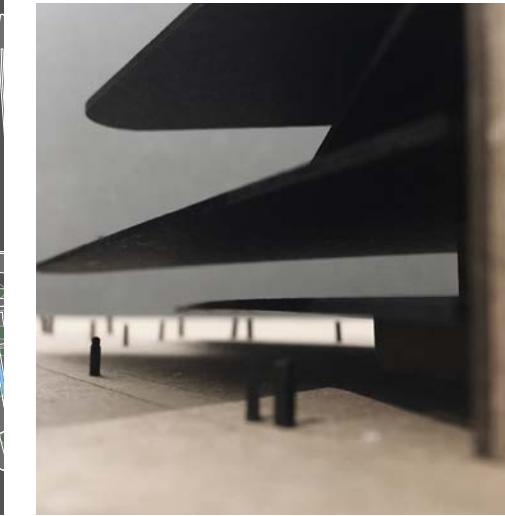
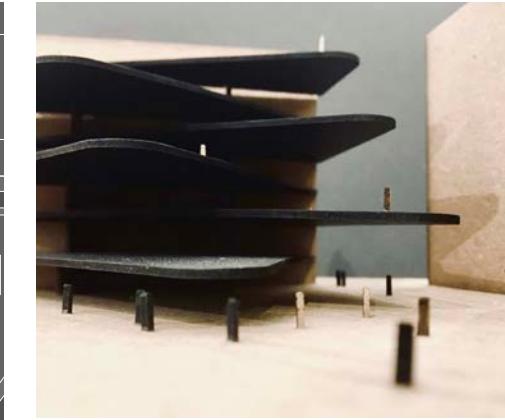


inner courtyard view

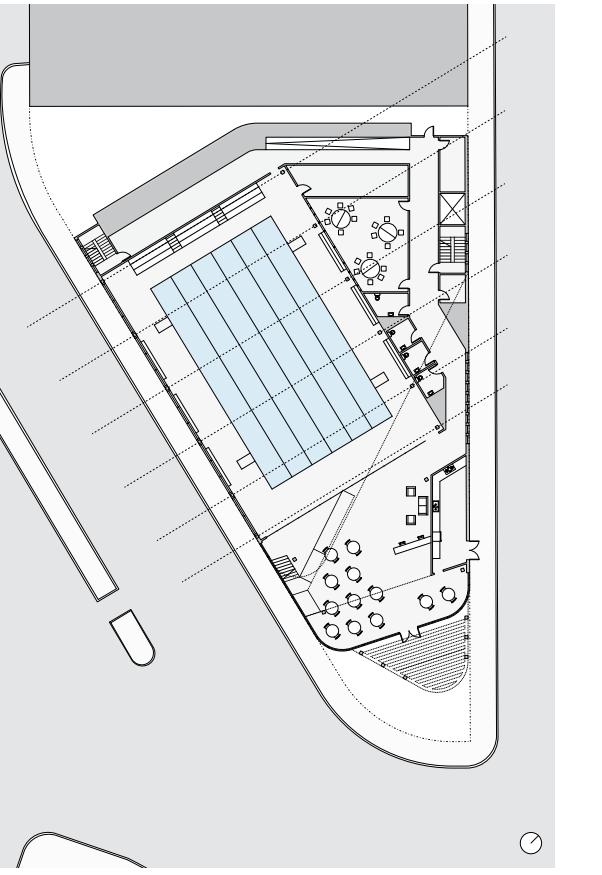


Boston Aquatic Center

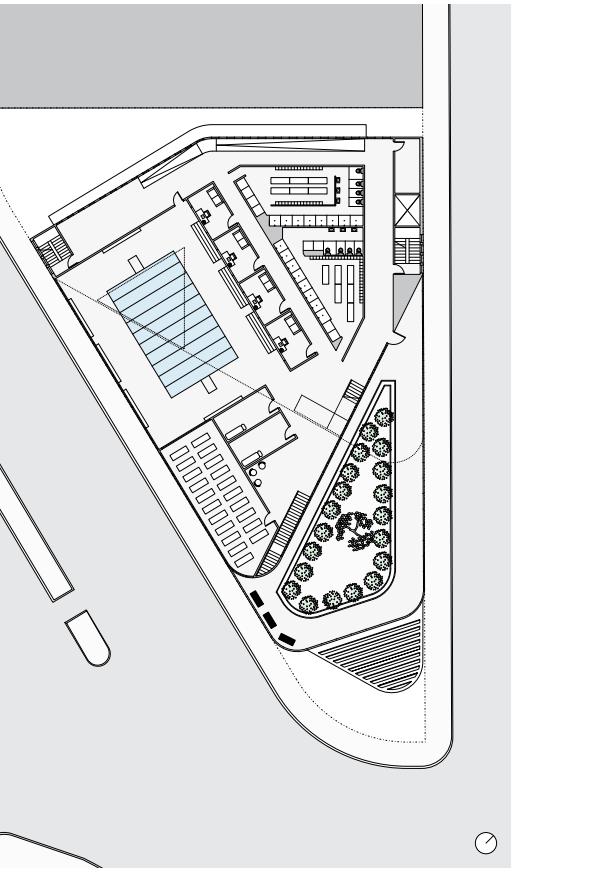
We were given a parking lot in Boston near Haymarket station to site our projects. On the first couple of site visits, I noticed that the public was actively using this empty lot as a shortcut to cross the bordering streets. It has not been proven whether or not this shortcut is effective, nonetheless, pedestrians use it frequently. The site has an inherent feeling of connection. Especially when taking into account its position directly across from a crosswalk and near a T-station, it is nearly impossible to ignore this. The goal of my proposed Aquatic Center was to take the site, which was being used mainly as a shortcut between streets and turn it into a space that drew people in and protected them from the very busy intersection that surrounds the site. I aimed to do this without completely closing the building off from its surroundings in the active city of Boston. Knowing that the context is an important piece of this project, I used the shape and feel of the site to influence the form of my design.



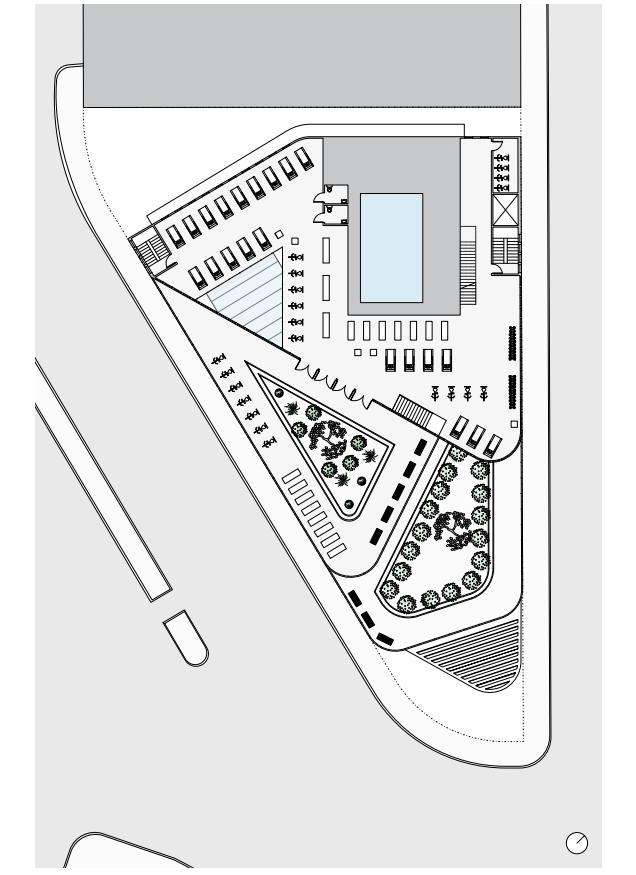
site plan with pedestrian movement
+
model photos



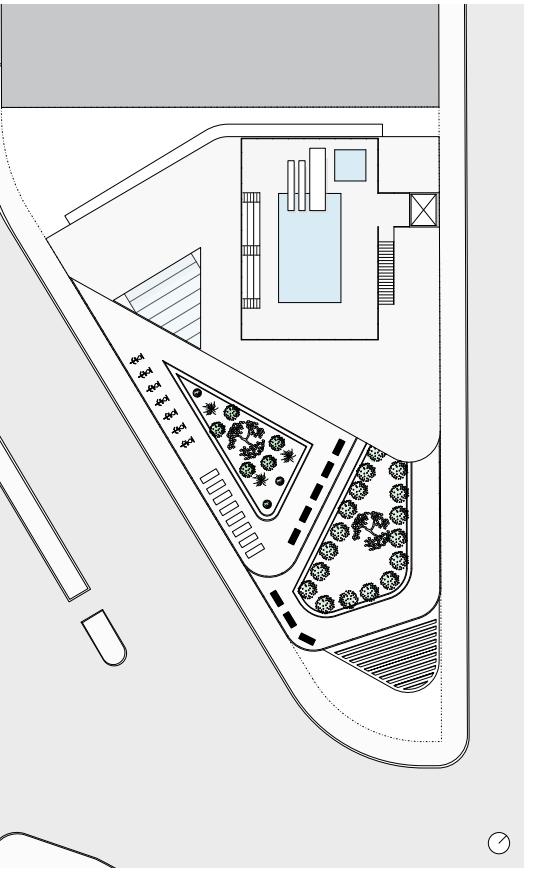
ground floor plan



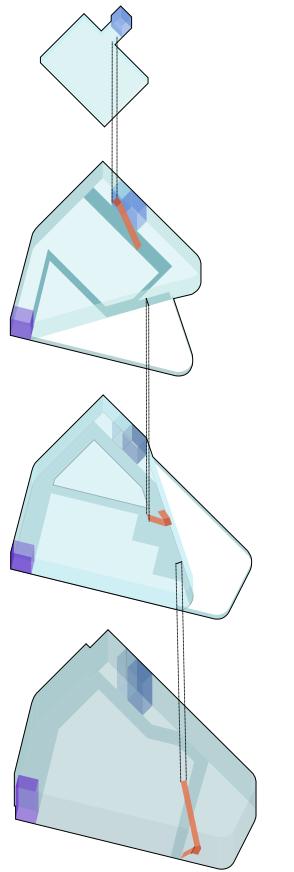
2nd floor plan



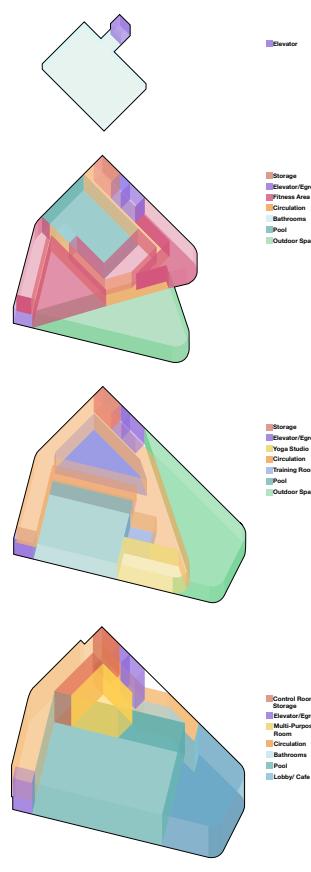
3rd floor plan



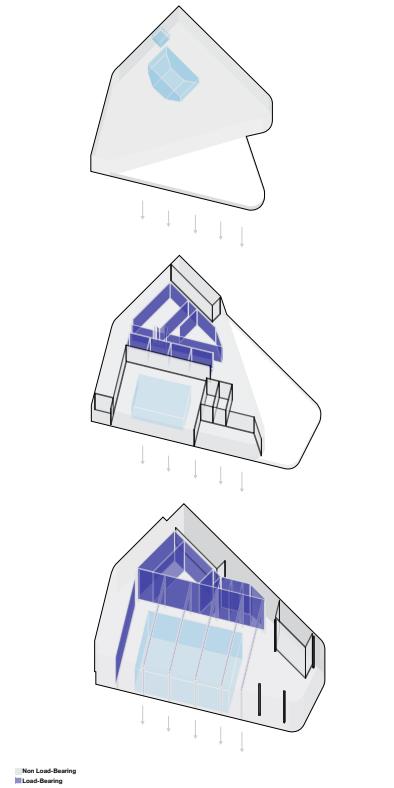
roof plan



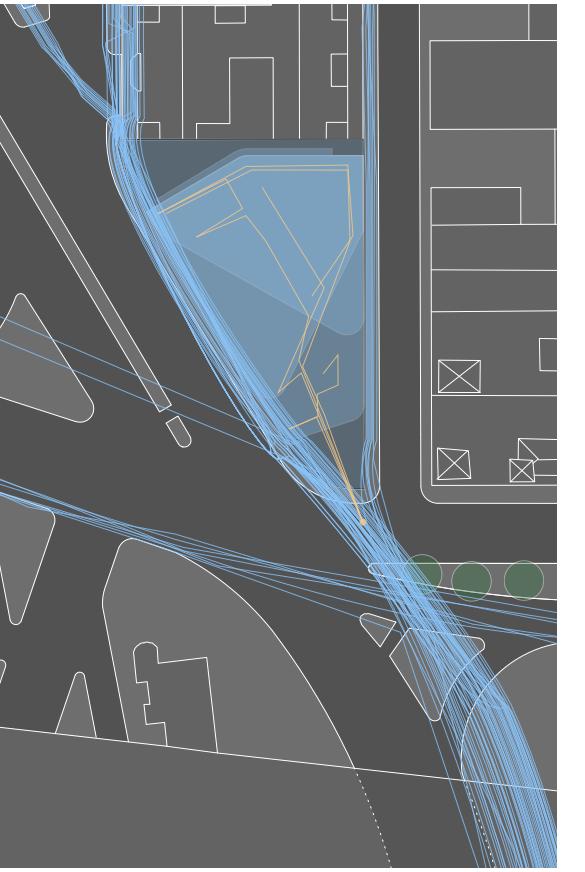
circulation diagram



programmatic diagram



structural diagram

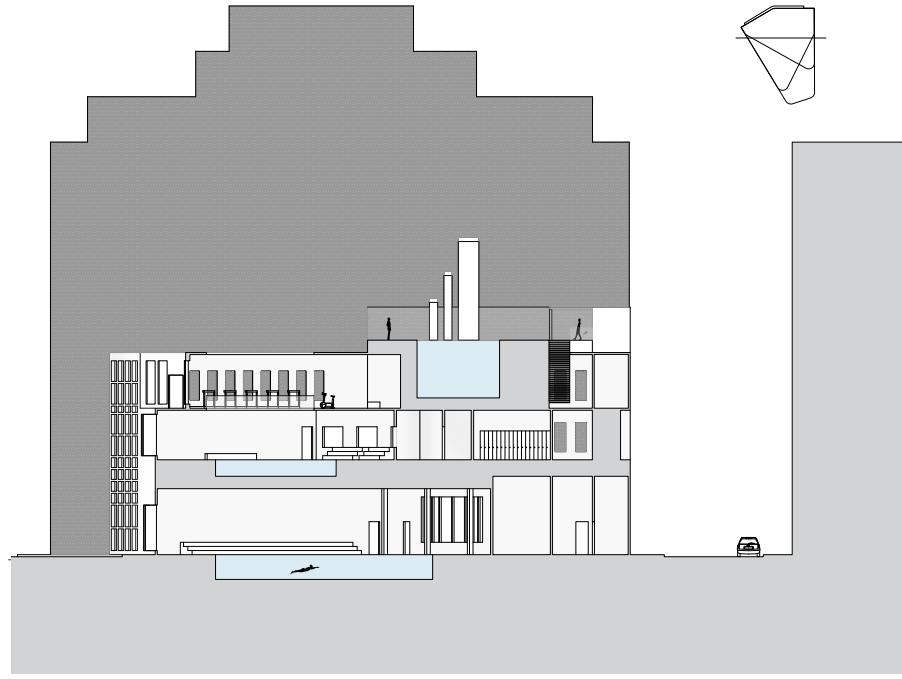
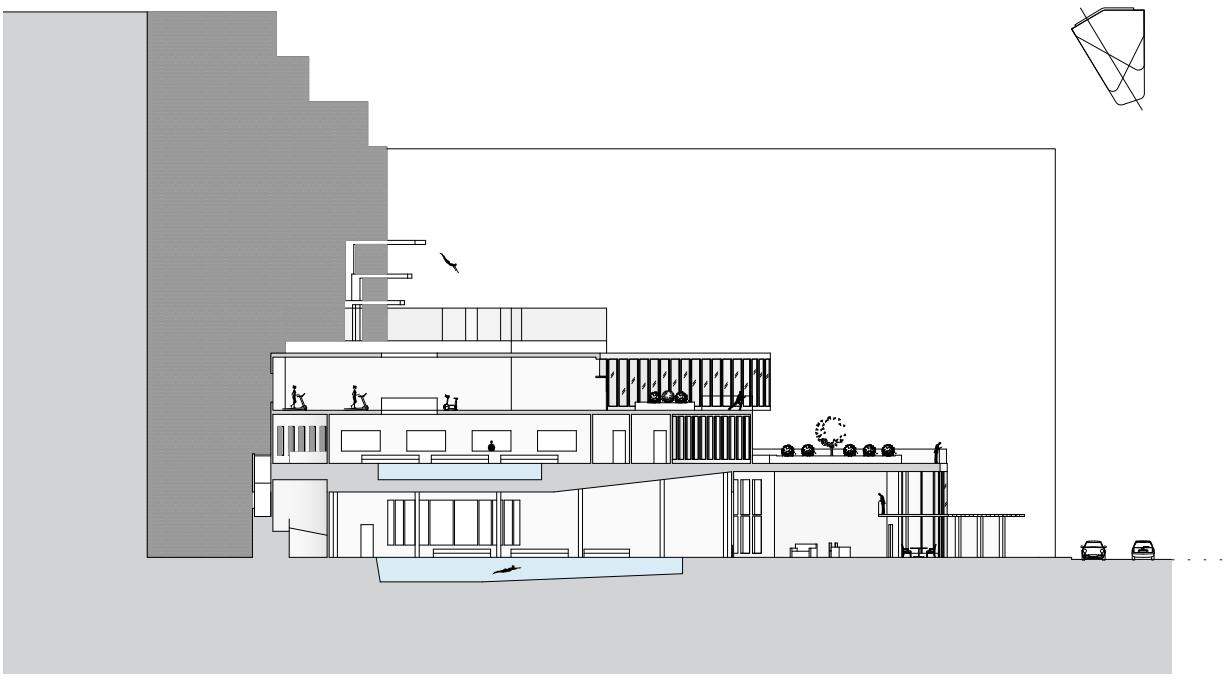


pedestrian movement diagram



model photos







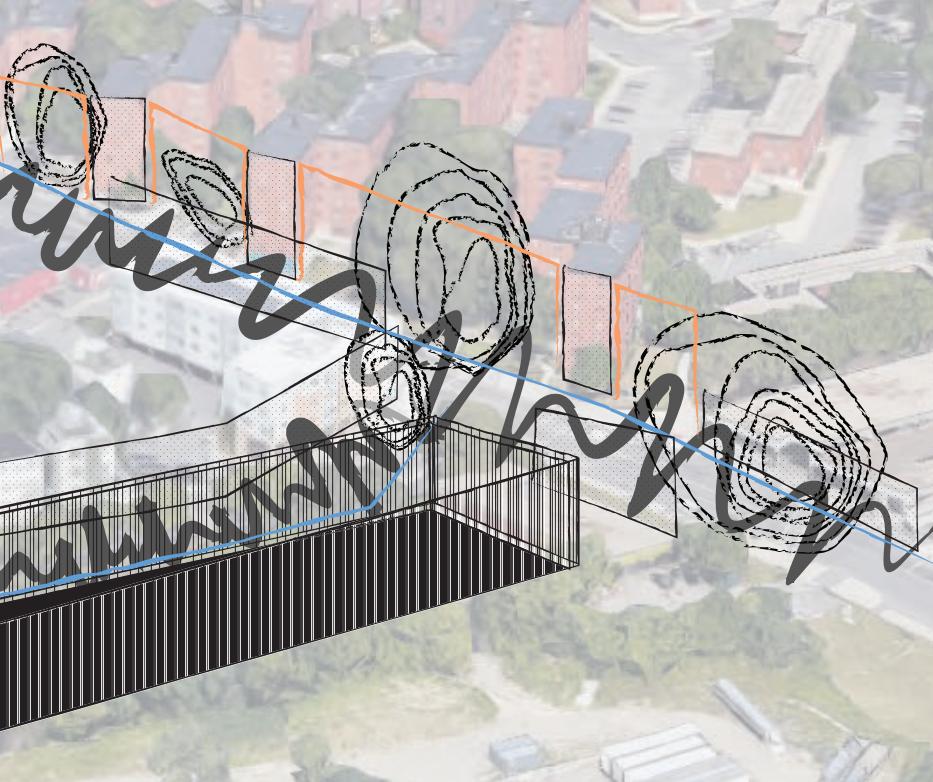
Stapling the Southwest Corridor

Jackson Square deals with a multitude of influences, but reacts to almost none of them. The pedestrian and bike paths that exist as the Southwest Corridor are striated elements that do not encourage the occupation of space. The limited bridges that connect the blocks bordering the railway, and the two sides separated by this trench, encourage the disparity between the two sides. There are very limited spaces where people gather and feel that they can do so. The spaces where people do gather are defined by many aspects, but most importantly their smells and sounds. These two are the determining factors on whether someone can stay and enjoy a space, rather than rushing through it. My project aims to use bridging that acts as staples to collect the different striations and provide importance to both axis. Meanwhile, creating a space with the necessary foundation needed for residents to intervene and have spaces to live life, relax, and create their own noises and smells that combat those of the infrastructure of the city.



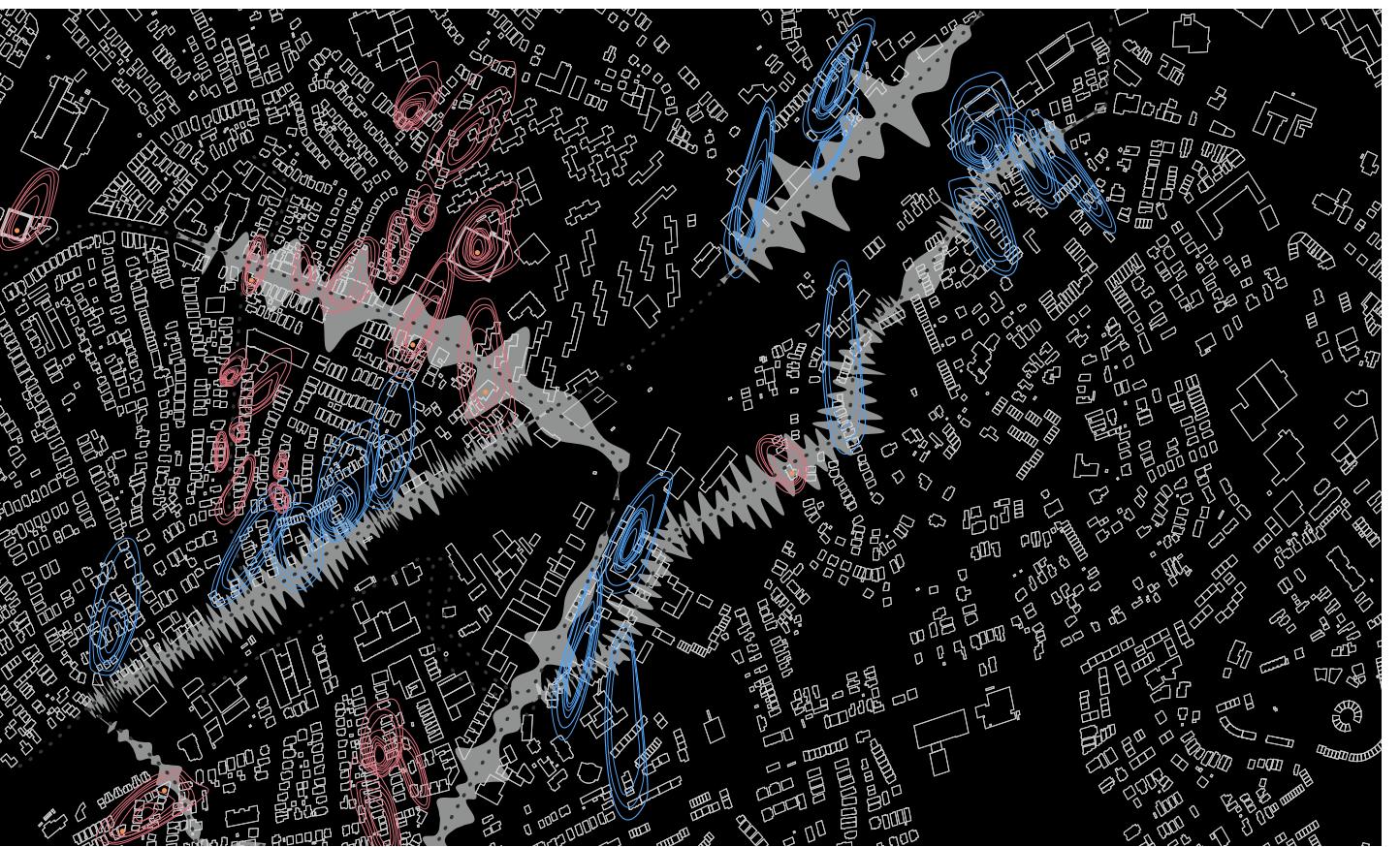
- Buffer**
Elements used to "protect" or shield pedestrians
- Boundary**
An element that invades the space around it. Not constant
- Portal**
The space created between buildings that allow for views and passage
- Meeting Point**
A place where people gather
- Edge**
A physical boundary. Permanent.
- Path**
A sidewalk or bike path
- Rest**
A place to rest and stop, the foundation for a meeting point.

taxonomy // Jackson Square





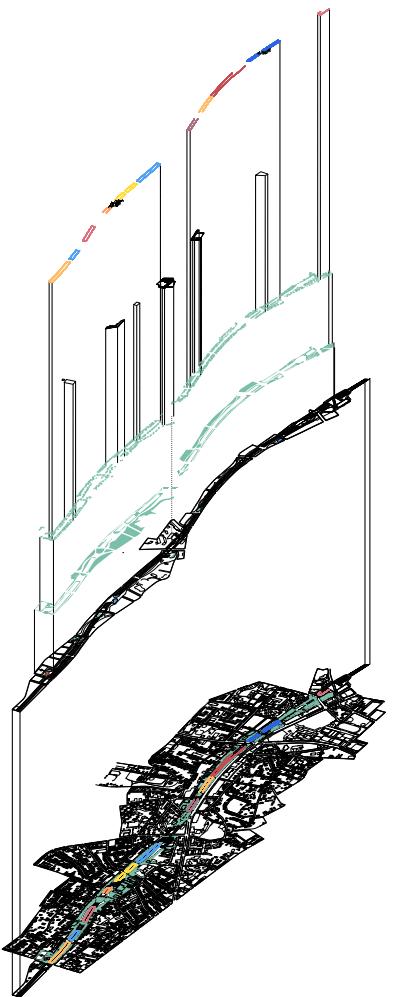
experiential mapping of Jackson Sq. neighborhood

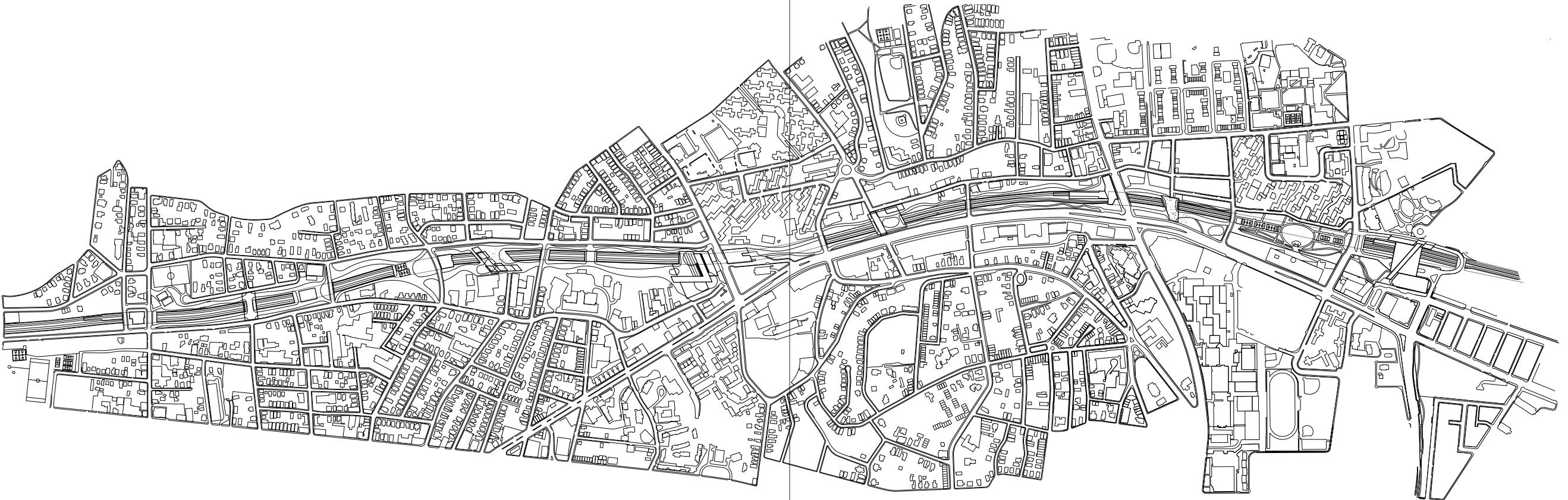


smell and noise map of Jackson Sq. neighborhood

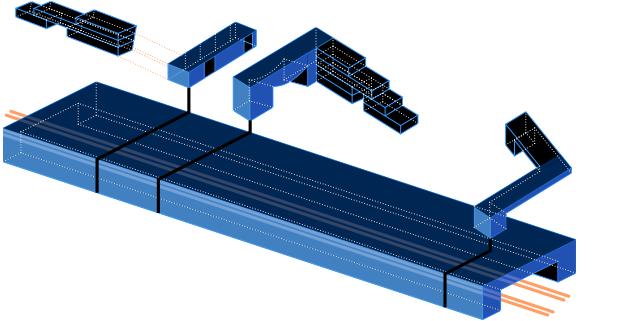


conceptual mappings, locating sites for bridges

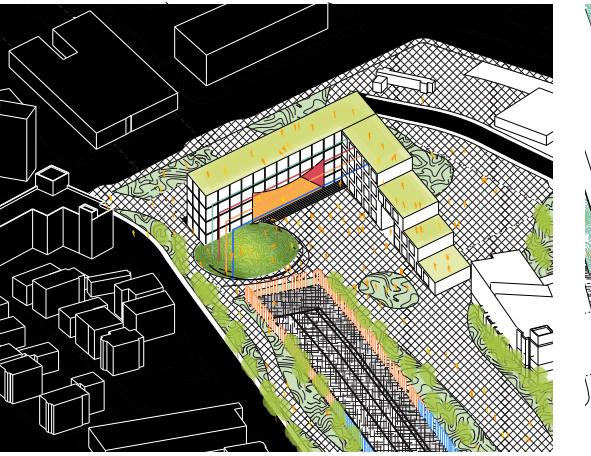




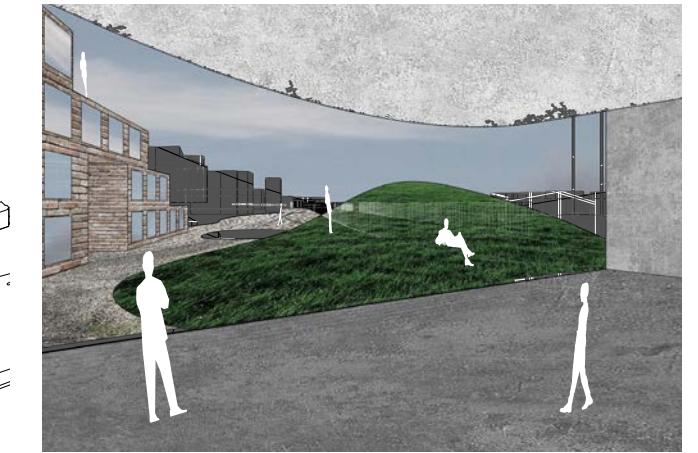
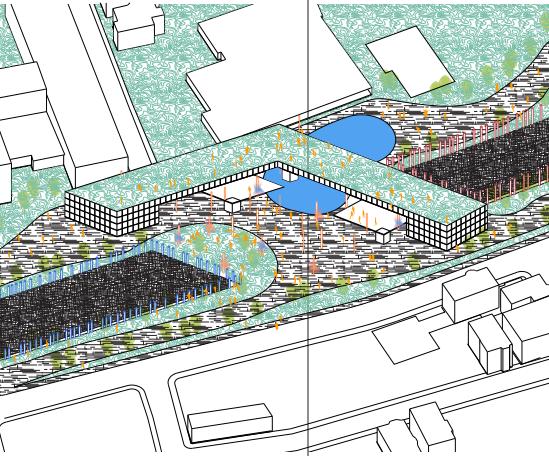
site plan



form finding diagram



axonometric usage diagrams

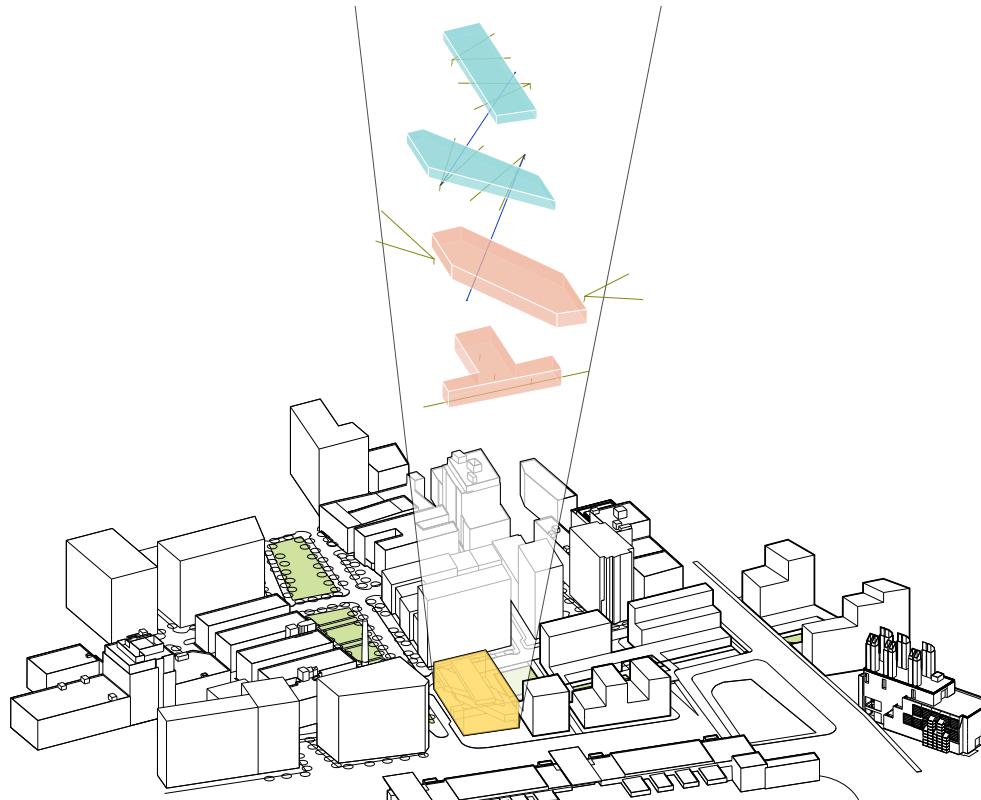


perspective under bridge

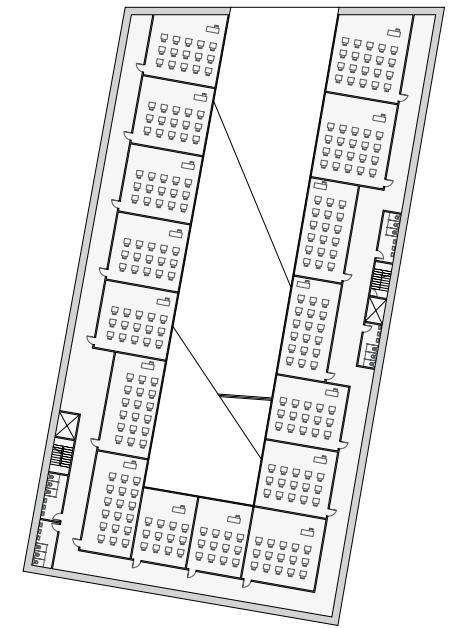
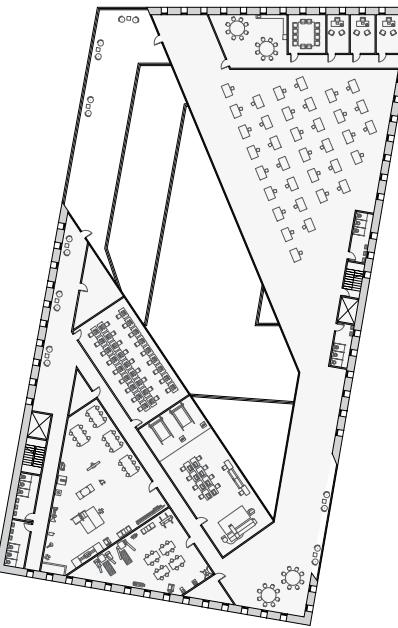
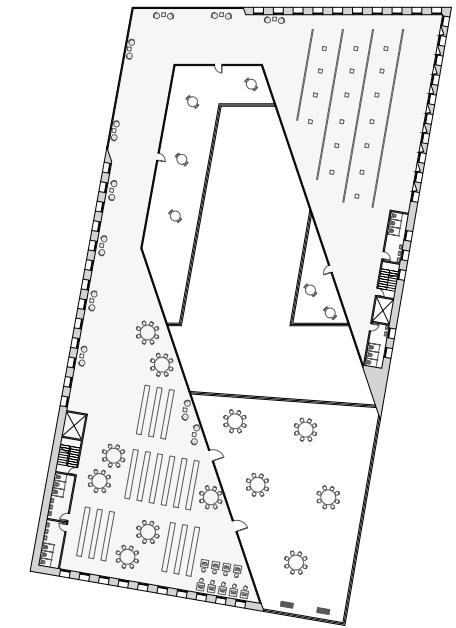
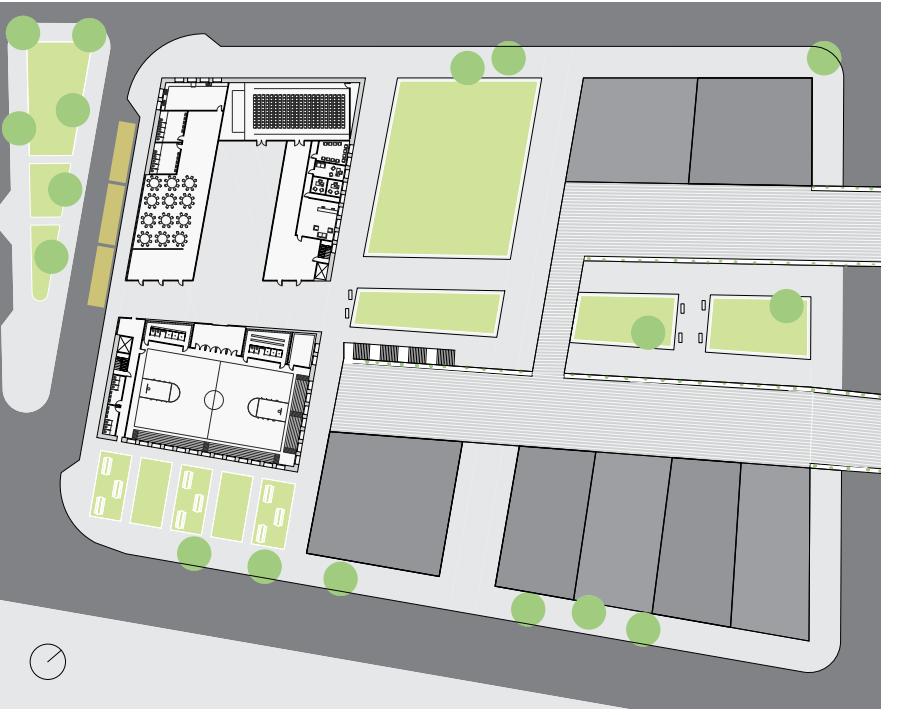


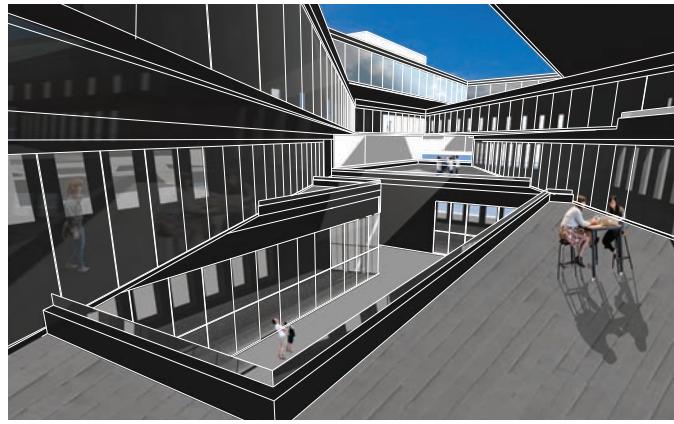
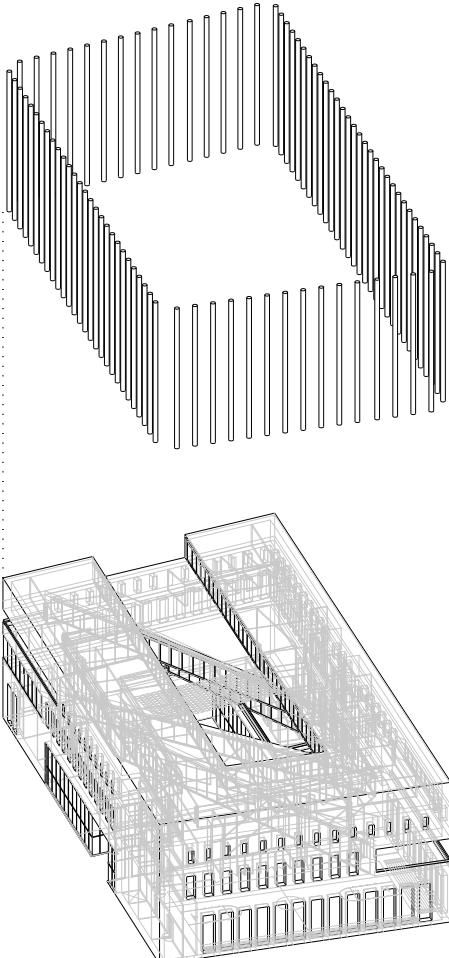
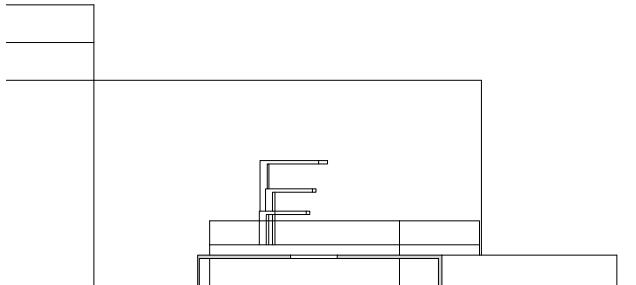
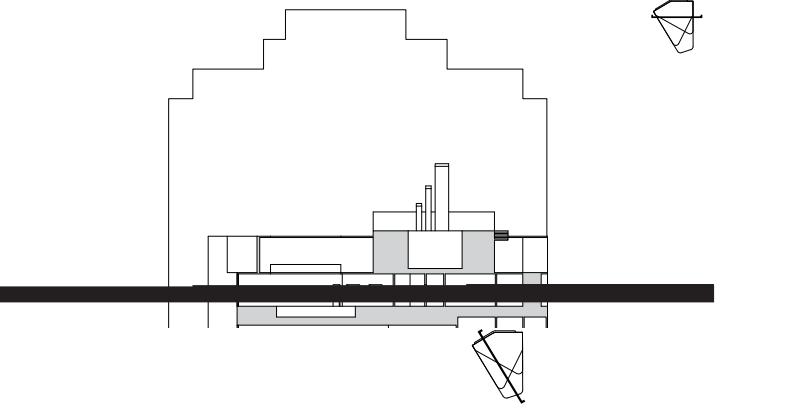
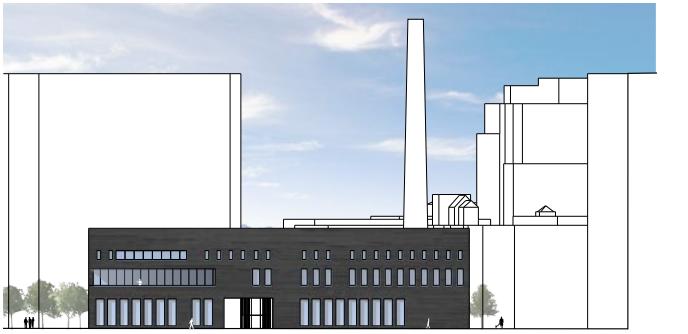
Boston High School

The site we were given for this project was located in the Seaport District in Boston. This area of Boston has seen rapid construction and city planning taking place the last couple of years. This up and coming site was the perfect location, right next to the convention center. The project began as a group city planning exercise. Together, with three other people, we designed a scheme for a 3 block area that included a bridge running through it. The next step was to design the star of the master plan, a high school. High schools are not just places for teens to come together and learn. Especially in a city like Boston, high schools act as cultural hubs and indicators of a public space. Designing this high school, I was preoccupied with connecting to the city plan designed by my group, creating a new cultural hub for this up and coming area, and creating a space that encourages and welcomes learning.

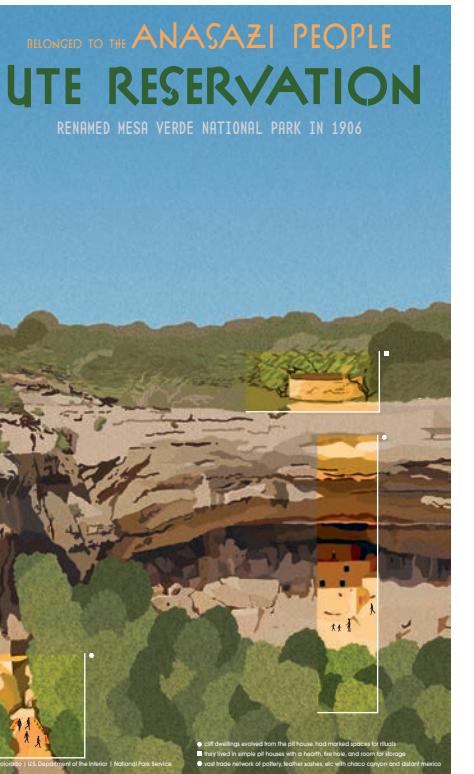
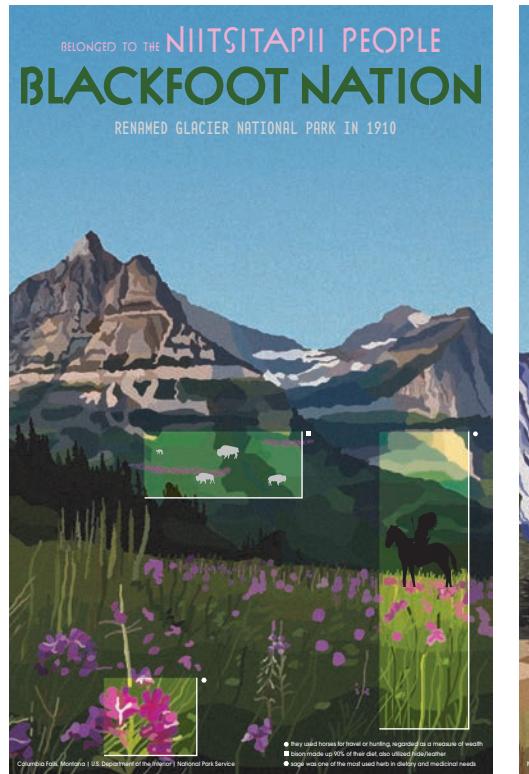
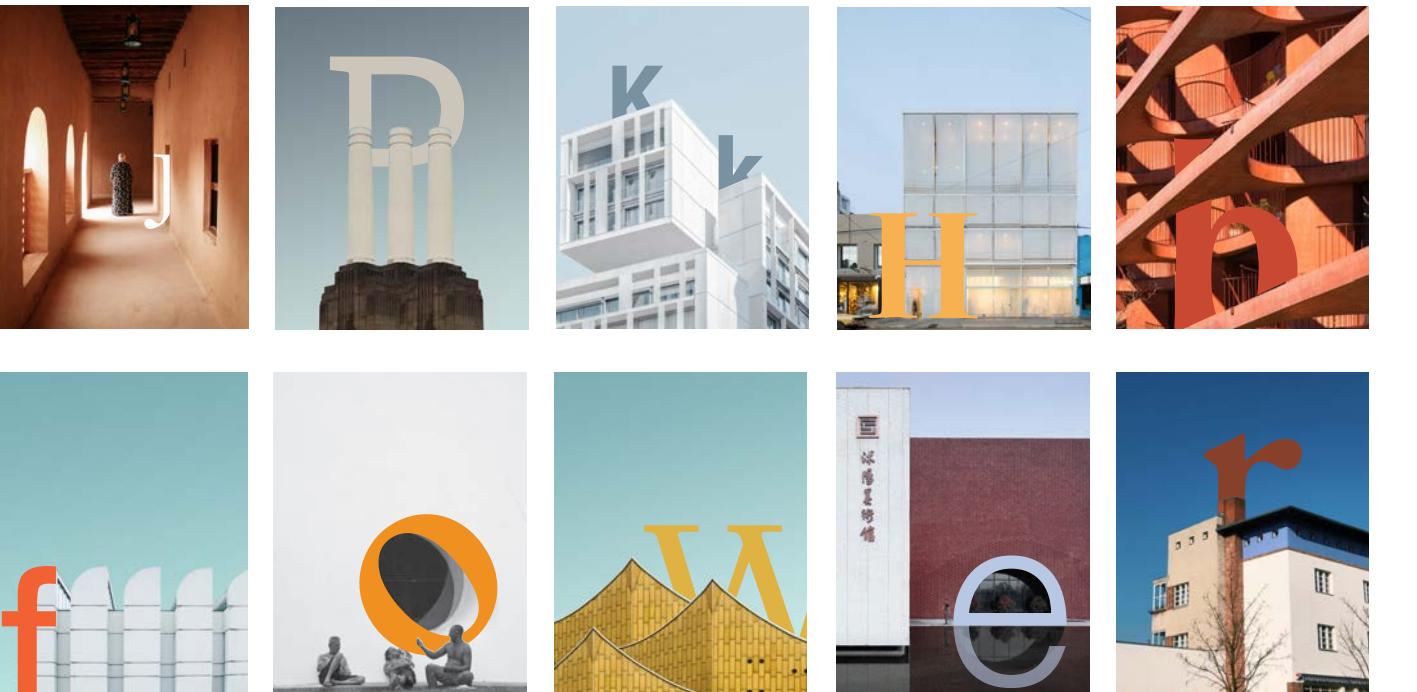


concept diagram





Graphics



Art

