

CALEN

Portfolio
2023

BOLE



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BIO

From Philosophy

During my undergraduate education, I had the opportunity to develop a solid foundation of research and critical thinking skills while working towards my **bachelor's in political science and philosophy at Boston University**. These skills were bolstered by my professional experience as a researcher that I acquired during and after my undergraduate studies.



To Art

After acquiring my diploma, I interned at two art studios while working as an assistant for a professional artist. Eventually, I received the opportunity to **travel to China for a master's of fine arts on a full scholarship from the China Academy of Art**. There, I was able to further develop my aesthetic and conceptual sensibilities while immersing myself in the local culture.



To Design

During my master's, my interests began to gravitate towards design. I believe that good design requires empathizing with others to solve problems, fulfill needs, and hopefully improve lives. It's a challenge I find both exhilarating and fulfilling. I'm currently **pursuing a master's in industrial design at ENSCI - Les Ateliers in Paris, France**.



STATS

Languages

- English : native language
- French : advanced (DELF B2)
- Chinese : beginner (HSK 2)

Skills

- Graphic Design : Adobe Suite
- UX/UI Design : Adobe Xd, Figma
- 3D Modeling and Printing : Blender, Rhino, Cura Ultimaker
- Research and Communication : professional experience conducting and presenting quantitative and qualitative analysis
- Web Builders : Wix, Squarespace, Wordpress, Webflow
- Front-end Web Development: working knowledge of HTML / CSS / JavaScript
- English Writing and Grammar : professional experience teaching English writing and grammar to all ages
- Ceramic Sculpture Methods : clay and glaze composition, firing techniques, wheel-throwing, hand-building
- Metal Sculpture Methods : welding (MIG/TIG), lost-wax casting, patina application

Softwares

- Adobe InDesign
- Adobe Premier
- Adobe Illustrator
- Adobe Photoshop
- Adobe Xd
- Blender
- Cura Ultimaker
- Figma
- Photoscape
- Rhino

EXPERIENCE

Professional

- **Freelance, UX / UI Design**

Assisted clients with their UX needs via the Fiverr and Upwork platforms.
September 2022 – Present

- **Assistant, James Hubbell Architecture** : Assisted in the creation and construction of a new residence on the Ilan Lael property.

January 2020 – March 2020

- **Intern, Harvard Ceramics Program** : Assisted with kiln firings, recycling clay, mixing glazes, class and workshop assistance, and general studio maintenance.
May 2017 – September 2018

- **Research Analyst, Boston Mayoral Office** : Assisted in the implementation and evaluation of social programs, interviewed constituents to solicit feedback, and summarized and presented research.

January 2017 – May 2017

- **Proxy Researcher for Historian Clark Kidder** : Investigated potential leads, researched archives, and summarized findings.

Juillet 2016 – Janvier 2017

Educational

- **ENSCI - Les Ateliers** : Master's in Industrial Design

September 2021 – Present

- **Google UX Design Certificate** : Online Degree Course

February 2021 - April 2021

- **China Academy of Art** : Master's in International Fine Arts

September 2018 – May 2021

- **Boston University** : B.A. in Political Science and Philosophy

September 2013 – May 2017

PROJECTS

Nest Coffin



Object Design | 05 – 11

The Salon



UX/UI Design | 12 – 18

Black Diamond Conversions



Graphic Design | 19 – 25

Hangzhou Archives



Front-end Web Dev. | 16 – 32

Hamartia



Sculpture | 33 – 39

Nest Coffin

- Ecological Coffin
- 2022
- with Clemence Nollim



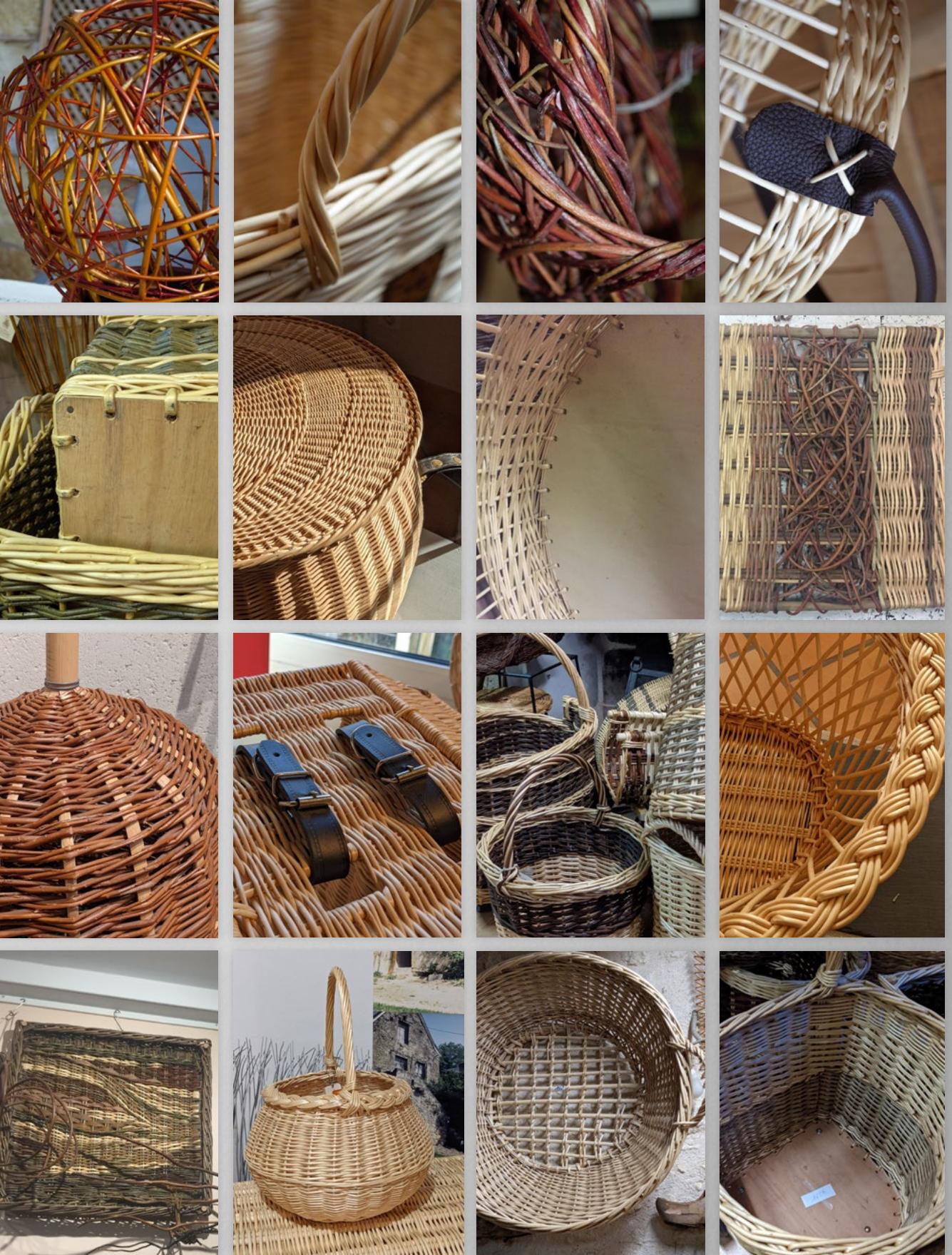
Challenge

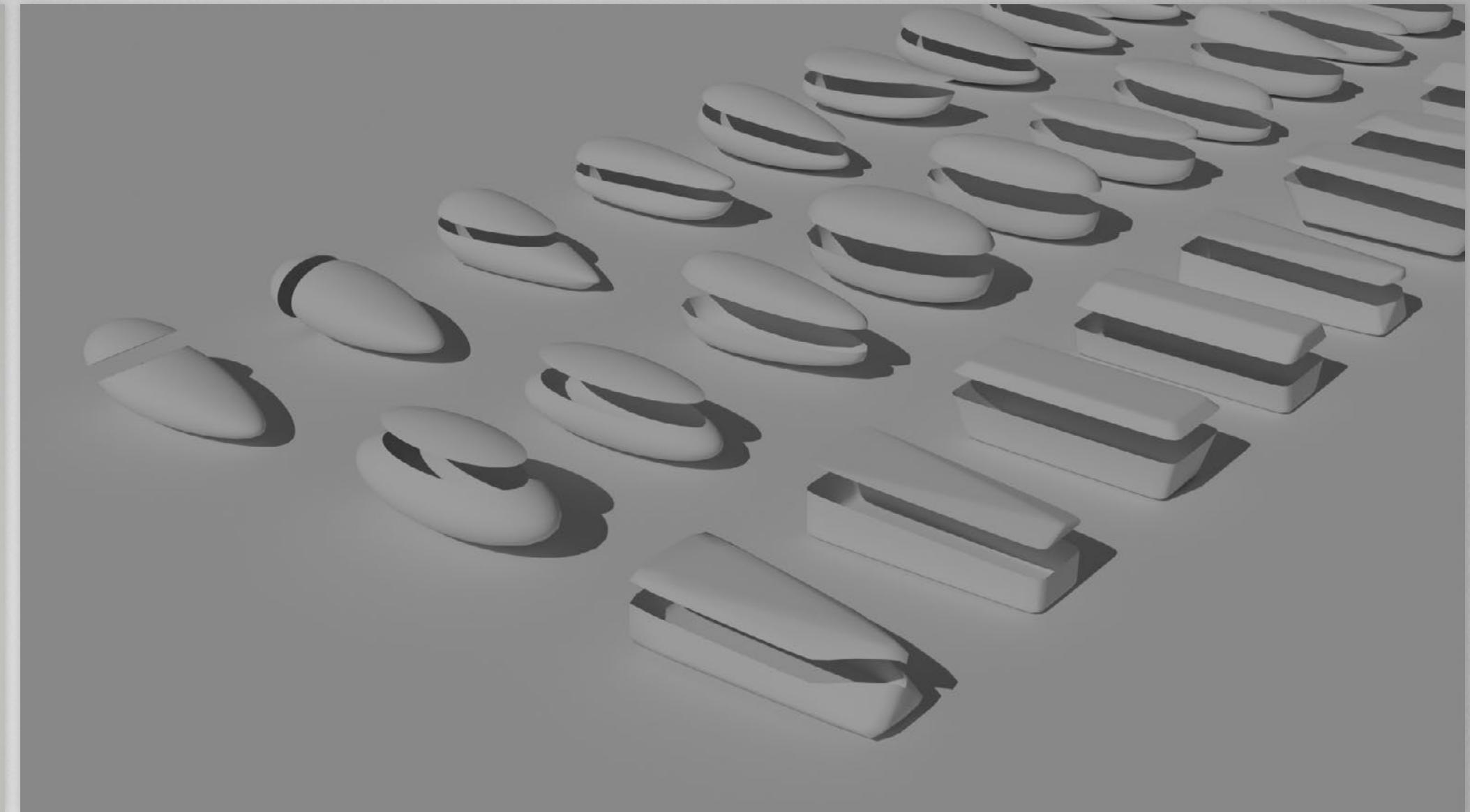
We were tasked with developing a coffin for the eco-conscious consumer in the French market. This required the use of biodegradable materials that comply with the relatively strict French regulations concerning impermeability and structural integrity. The typical coffin, made out of wood or wood-substitutes, contains resins and lacquers that are toxic to bury or burn, so the partner asked that we develop aesthetically pleasing alternatives.



Research

After experimenting with different materials, we settled on wicker, which is relatively inexpensive, produced sustainably in France, and is 100% biodegradable. To verify our research and acquire a better understanding of the material, we took a trip to Villaines les Rochers, a town specializing in the production of wicker goods. There, we spoke to several cultivators and artisans, all of whom confirmed that the material possessed the qualities necessary to meet the needs of the project.





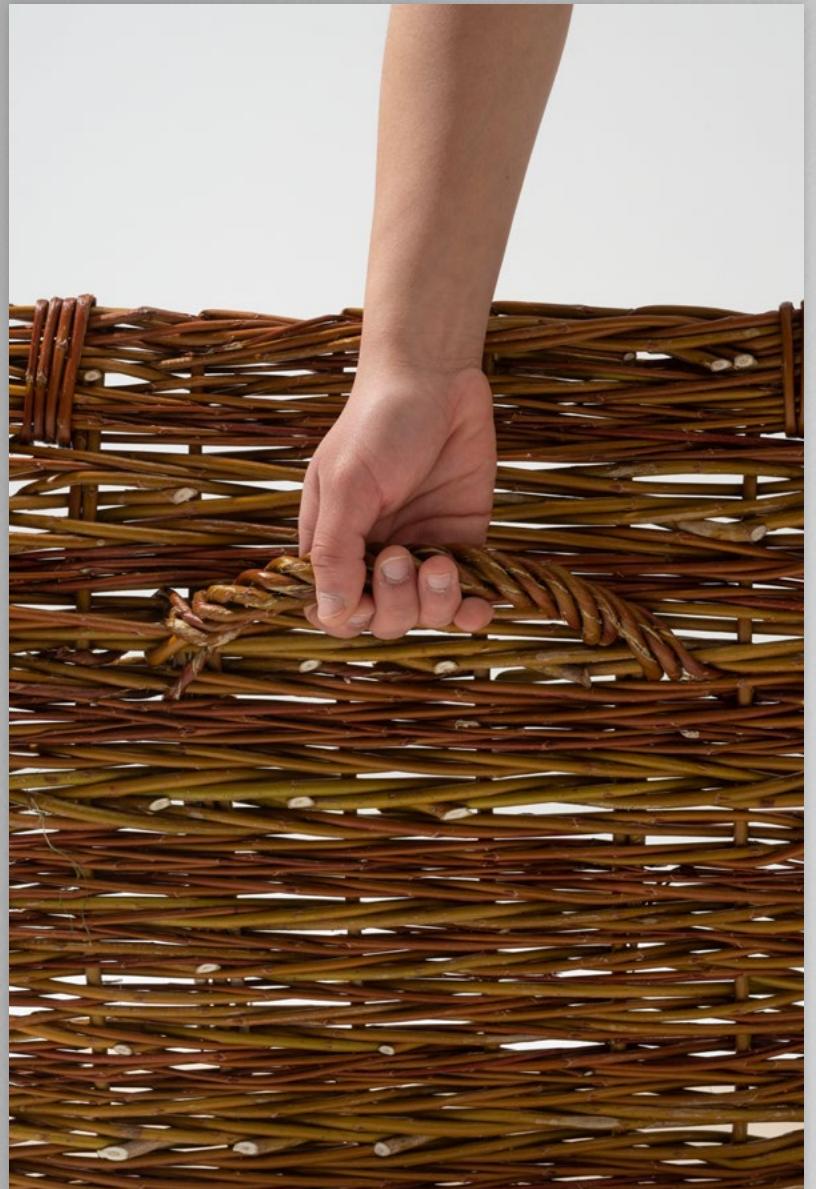
Ideation

Taking inspiration from bird nests, we aimed to create a form that corresponded to the material. In addition, we added a layer of recycled wool felt coated in biodegradable wax to meet the regulatory requirement of impermeability, as well as a "cloud" of raw wool to absorb moisture. A base of untreated beechwood was added to ensure adherence to structural regulations. All materials were chosen on the basis of their local and sustainable production.

Process

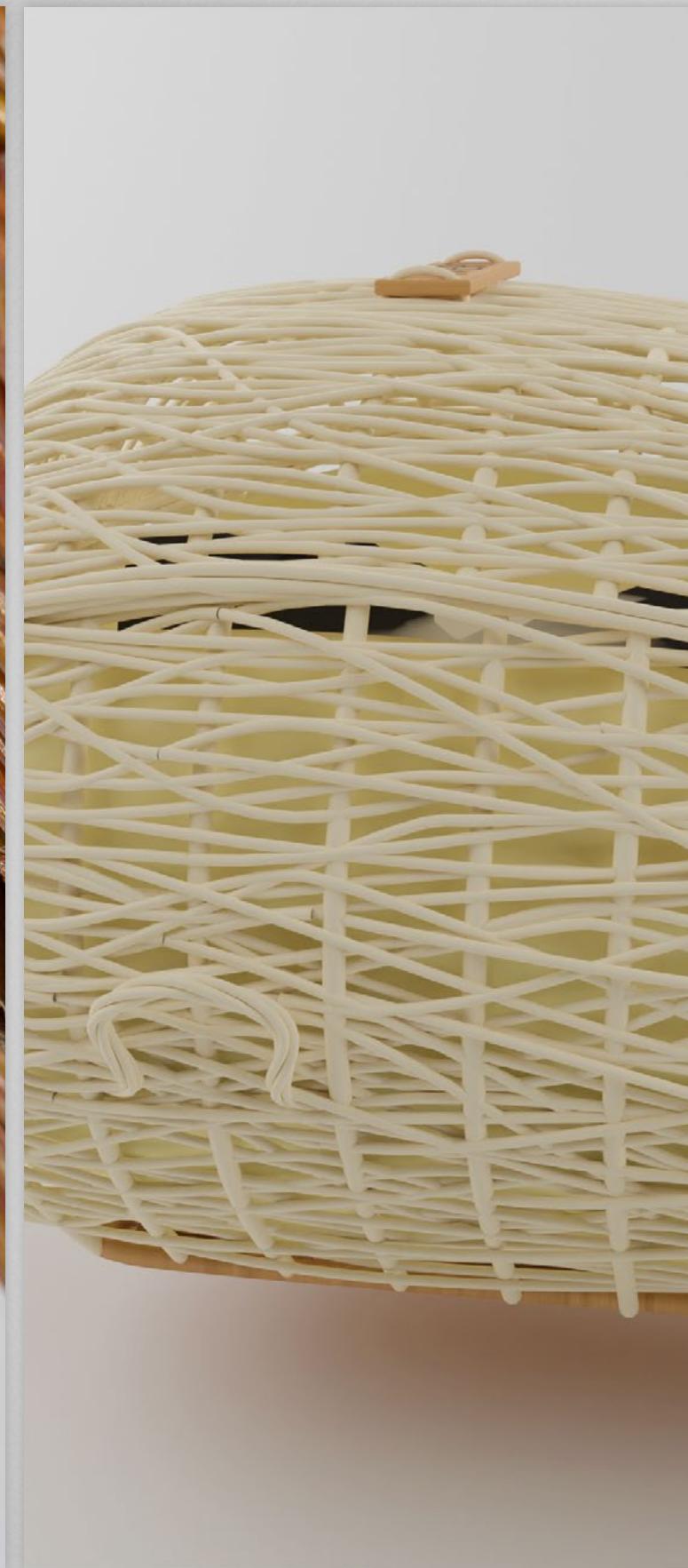
We took a second trip to Villaines les Rochers to work alongside a craftsman who taught us the necessary techniques to create the samples, testing various types of wicker and weaves in the process. We also conducted impermeability tests using different kinds of natural wax, eventually settling on olive wax for its low price, sustainable production, and relatively high melting point.





Result

From left to right, we produced a cross section of the coffin at scale, a 3D render of the entire coffin at scale, and two samples at 1/5th scale to represent two ends of a spectrum of aesthetic and structural possibilities. Each sample was submitted to the stress testing necessary to ensure compliance with regulations.



The Salon

- Universal Museum Companion App
- 2021



Challenge

The goal of The Salon was to create a universal museum companion app as a UX design certification project. Typically, visitors must download a different app for each institution they visit. Many of these apps are unofficial, poorly made and rife with paywalls. I wanted to create a museum companion app that could be used in any institution while meeting the specific needs of each institution.



Competitive Analysis	 Viztour	 Google Arts and Culture	 Smartify	 Rijksmuseum	 Louvre (Unofficial)	 Art Institute Chicago	 Fondation Louis Vuitton	 MFA Boston	 Centre Pompidou	 Dali Museum	
virtual tours	○	●	●	●	○	●	●	○	●	●	●
museum map	●	○	○	●	●	●	●	●	●	●	●
audio guide	●	○	●	●	○	●	●	●	●	●	●
ticketing	●	○	●	●	○	●	●	●	●	●	●
practical info	●	○	●	●	●	●	●	●	●	●	●
search artists / artworks	●	●	●	●	○	●	●	●	●	●	○
virtual giftshop	○	○	●	○	○	●	●	○	○	○	○
"favorite" artworks	●	●	●	●	○	○	●	○	○	●	●
art scanner	○	●	●	●	●	○	○	●	○	○	●
plan visit	●	○	○	●	○	○	○	○	○	○	○
games / quizzes	○	●	○	○	○	○	●	○	●	●	●
event calendar	○	○	○	●	○	●	●	●	●	●	●



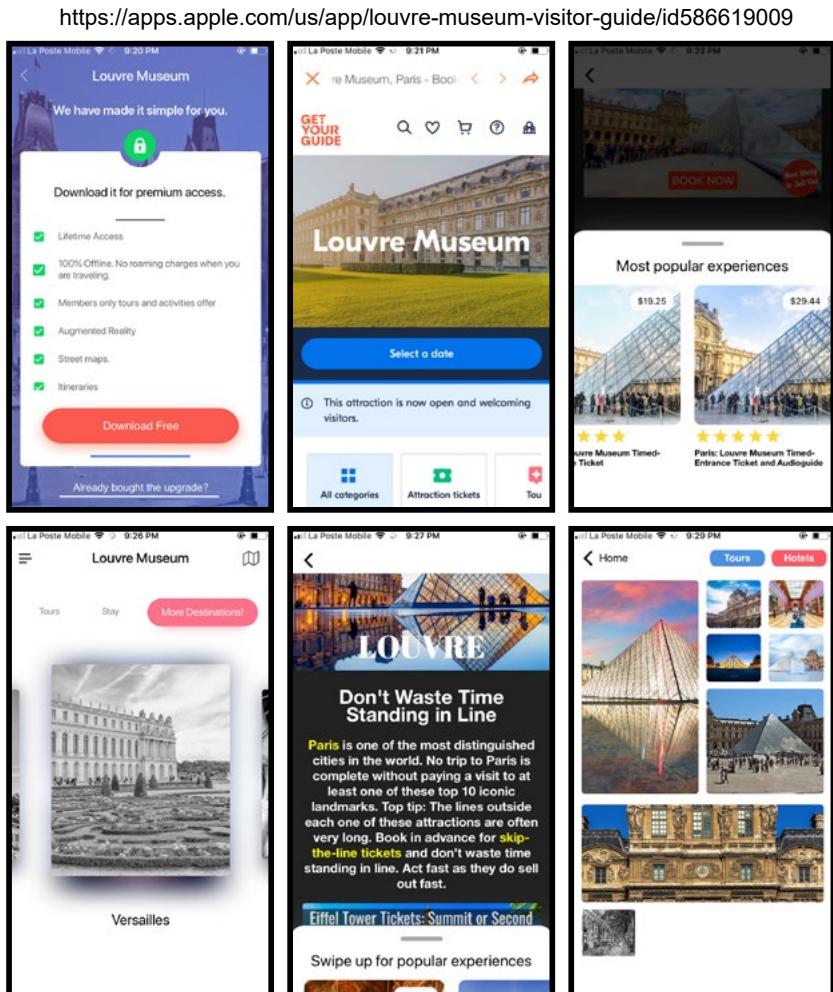
Louvre (Unofficial)

Features

- Louvre history section
- map (non interactive)
- "do not miss" section
- "plan your visit" feature.
- images of works and descriptions
- basic features, such as maps and museum hours, are locked behind paywall.

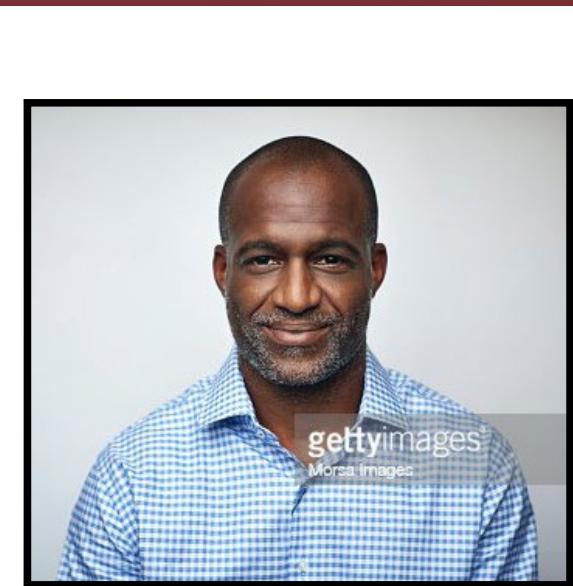
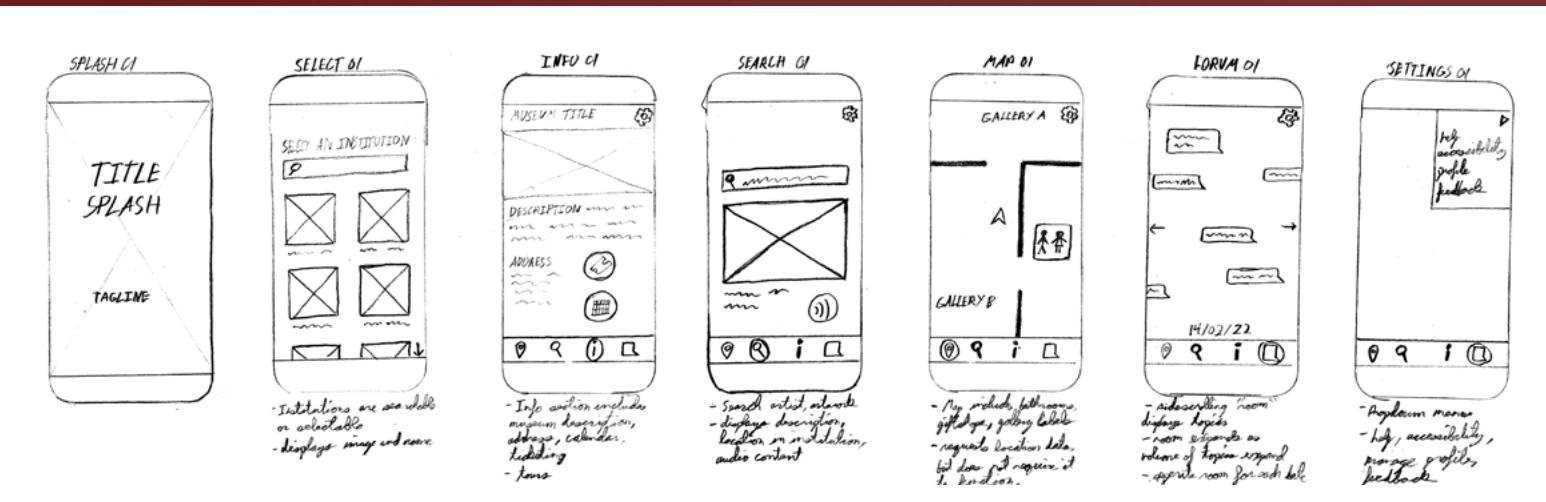
Notes

- Numerous typos in text.
- Comments in app store indicate that app is essentially a paywall scam.
- Apps for other museums made by the same developer, all have similar paywalls and user ratings.
- Lacks aesthetic unity between pages, no clear color scheme.
- "Photo section" only includes photos used in app UI, no descriptions.
- Descriptions of works appear to be copied from wikipedia.
- Some features are simply hyperlinks to the Louvre's official website.
- Navigation often leads to dead ends / broken links.



Research

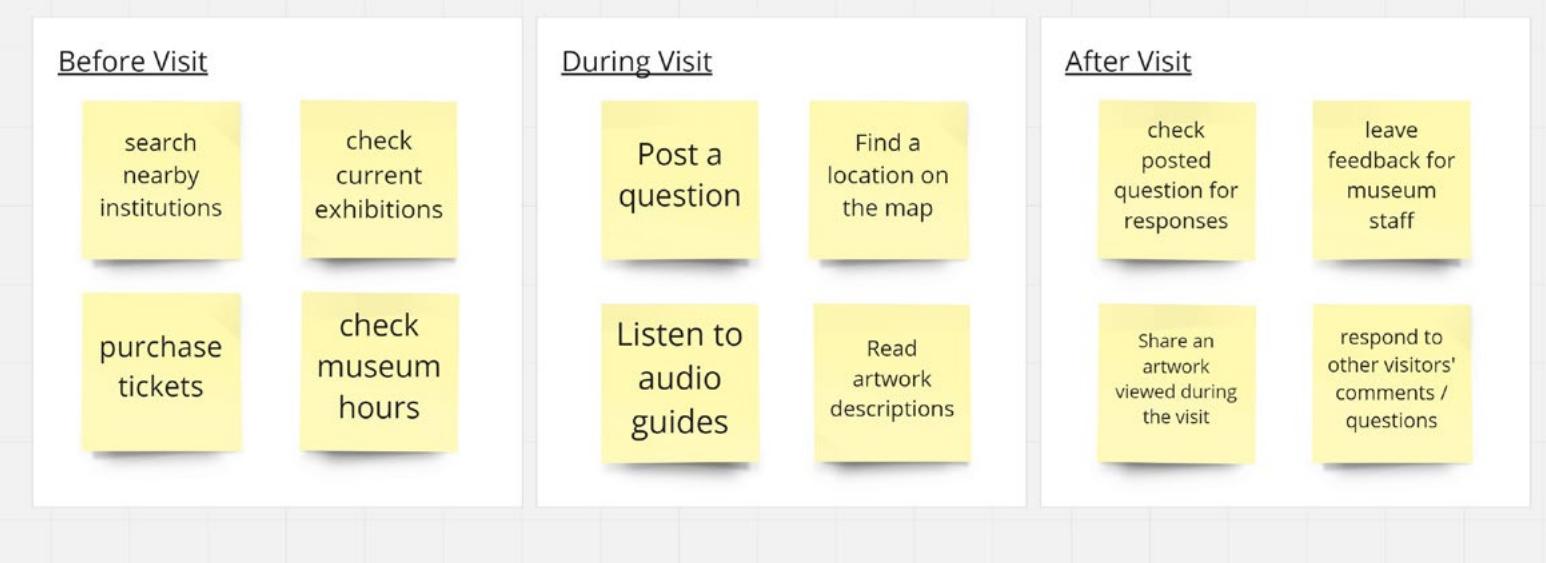
I made a benchmark of 10 existing museum apps, as well as a competitive analysis of the features of each. In addition, I conducted qualitative interviews with 3 professional artists, 2 curators, and 5 museum visitors, as well as supplemental research about visitor habits, tendencies, and desires. During this research, the need for communication and understanding emerged as a theme so I integrated a forum into the functionality of the app along with the other key features identified in the competitive analysis.



"I think the work that's on display at the MFA is so important, so enriching, and I'd like to help people understand why. I also like to discuss things I already know a lot about [laughs]."

Summary

William is a professor who wants to spend some free time participating as a member at the Museum of Fine Arts in Boston, an institution that he loves. He has been painting as a hobby for a few years, and loves to spend time at the MFA gazing at the work of the masters. He'd like to increase his understanding of the works on display, but also share his knowledge with those who would find it useful or interesting.



Name: Tom

Age: 54

Education: Doctorate

Home: Boston, MA

Income: \$80,000

Occupation: Professor

Tech Literacy: Medium

Art Literacy: High

Motivations

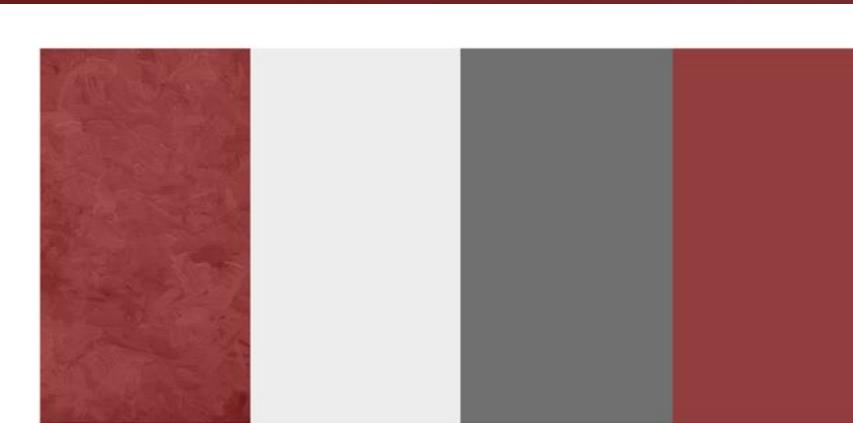
- Participate at his local museum.
- Stay informed about museum events.
- Help others understand the works on display.
- Access audio guides for himself and those with whom he visits the museum.
- Discuss the art he is passionate about.

Frustrations

- Lack of museum funding to train docents, believes volunteers are often unqualified.
- Perceived lack of communication between museum staff and visitors.
- Would like to express how he thinks improvements could be made, but feels that he does not have the platform to do so.

Ideation

I developed personas and storyboards to help specify how the app would be integrated into the museum visit depending on the different needs of visitors. I also made a basic navigation architecture and wireframes as the preliminary steps for developing the user interface.



#EDEDED #707070 #923E3E

Menu (selected)



Menu (deselected)



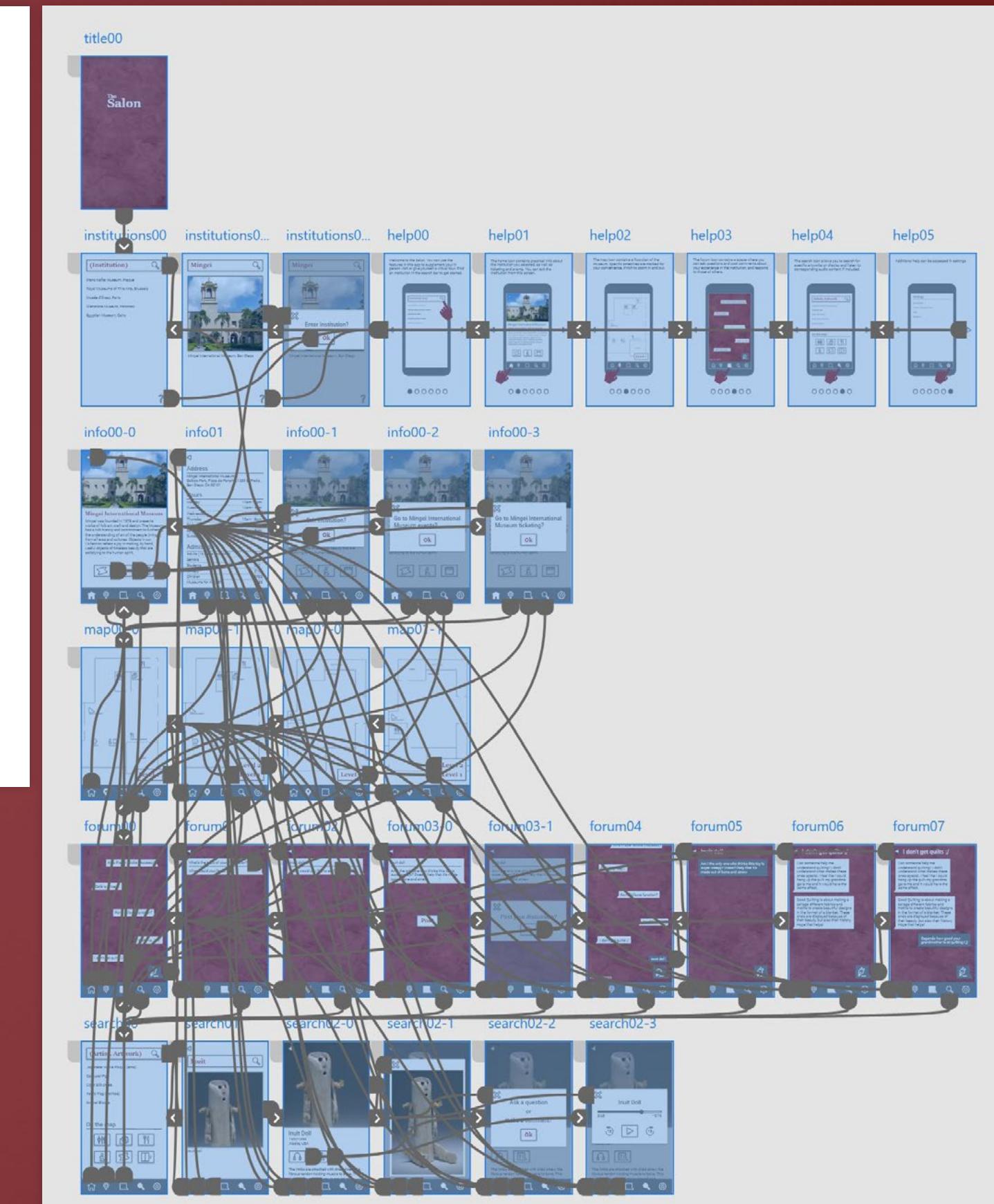
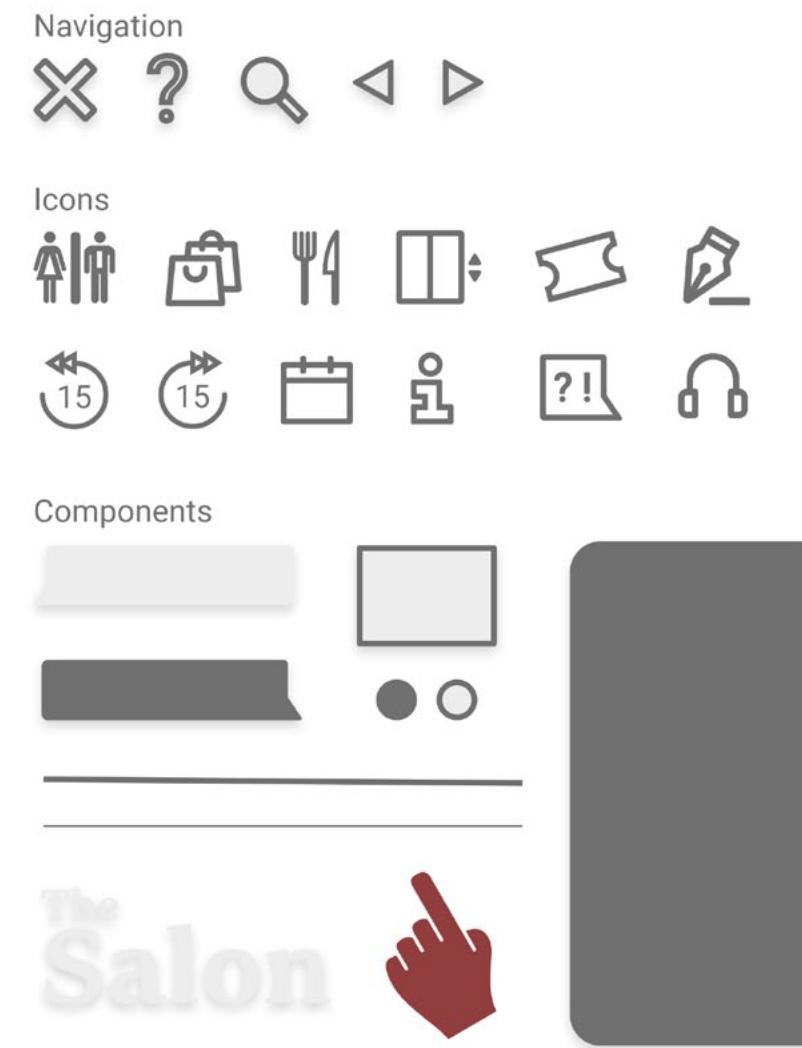
Roboto Regular, 16pt

Roboto Medium, 25pt

Sitka Heading Bold, 30pt

Process

I used Adobe XD to create the high-fidelity interactive prototype. This prototype was user-tested to identify pain points in design and navigation and then adjusted accordingly. I selected the color scheme and fonts according to WCAG 2.0 accessibility guidelines.





Result

The final prototype was packaged for development with all necessary design documentation. The prototype is available at this link:
<https://xd.adobe.com/view/3e2f20a9-b70f-44a9-b7c7-7d2a9cd76605-6b7c/>



Black Diamond Conversions

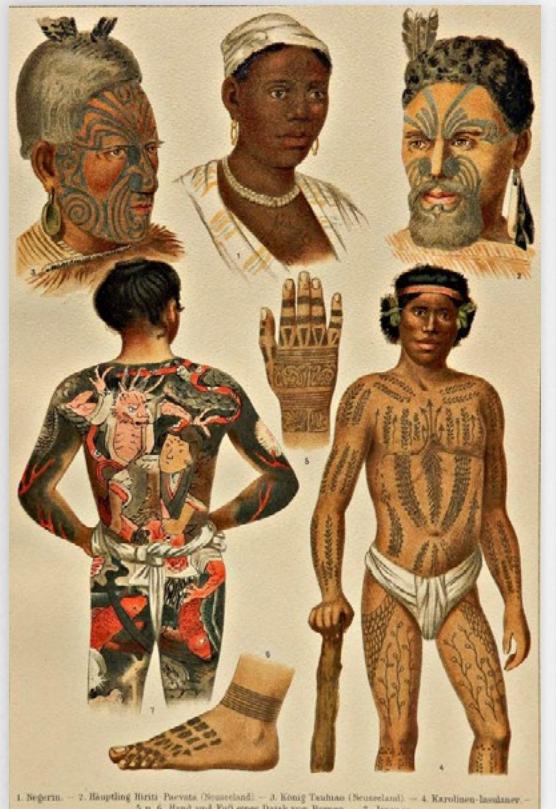
- modular tattoo motif
- ongoing



Challenge

Black Diamond Conversions is an ongoing personal project of rendering ideas and iconography in a modular motif designed specifically for tattooing.



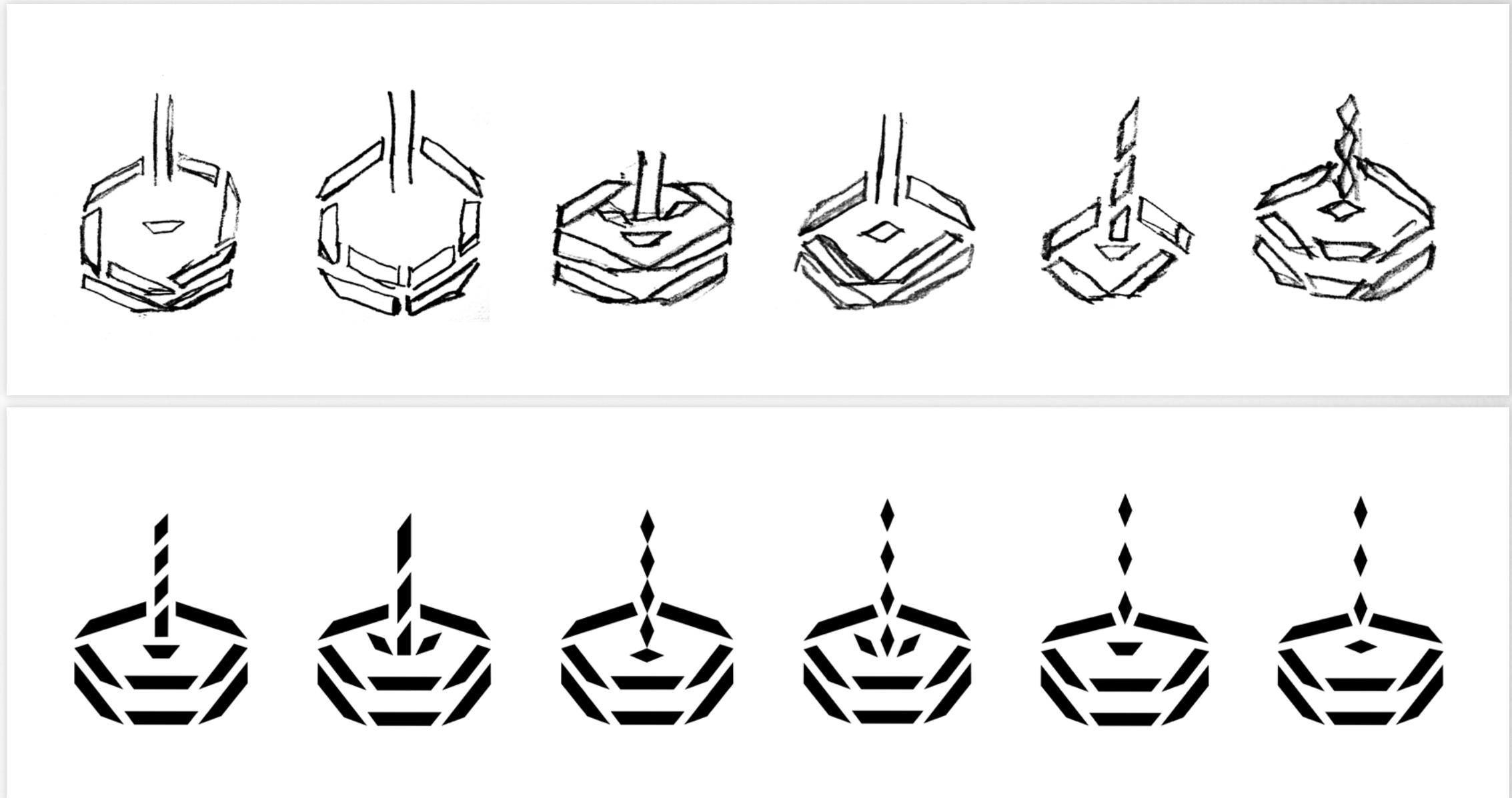
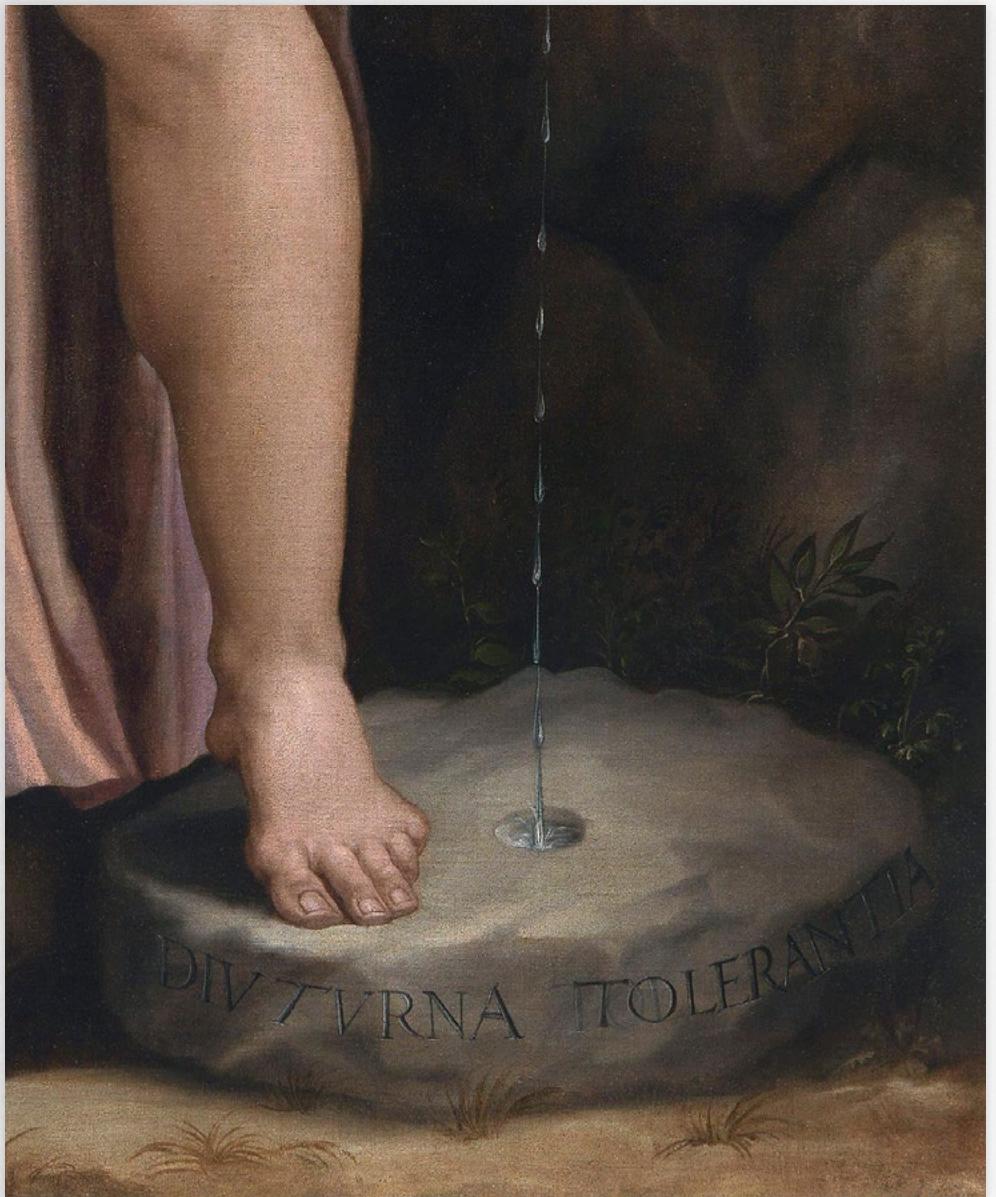


1. Negerin. — 2. Häuptling Birri Parvata (Neuseeland). — 3. Kong Tschiao (Neuseeland). — 4. Karolinen-Inselnauer. — 5 u. 6. Hand und Fuß eines Dajak von Borneo. — 7. Japauer.



Research

Using traditional tribal tattoos as a starting point, I developed a pattern composed exclusively of black trapezoids. I also taught myself contemporary tattoo techniques and methods to gain a better understanding of the specifics of transcribing the pattern onto skin.



Ideation

I make sketches to “convert” the original idea or reference into the *Black Diamond* motif. Once the basic form is constructed, the design is iterated digitally.



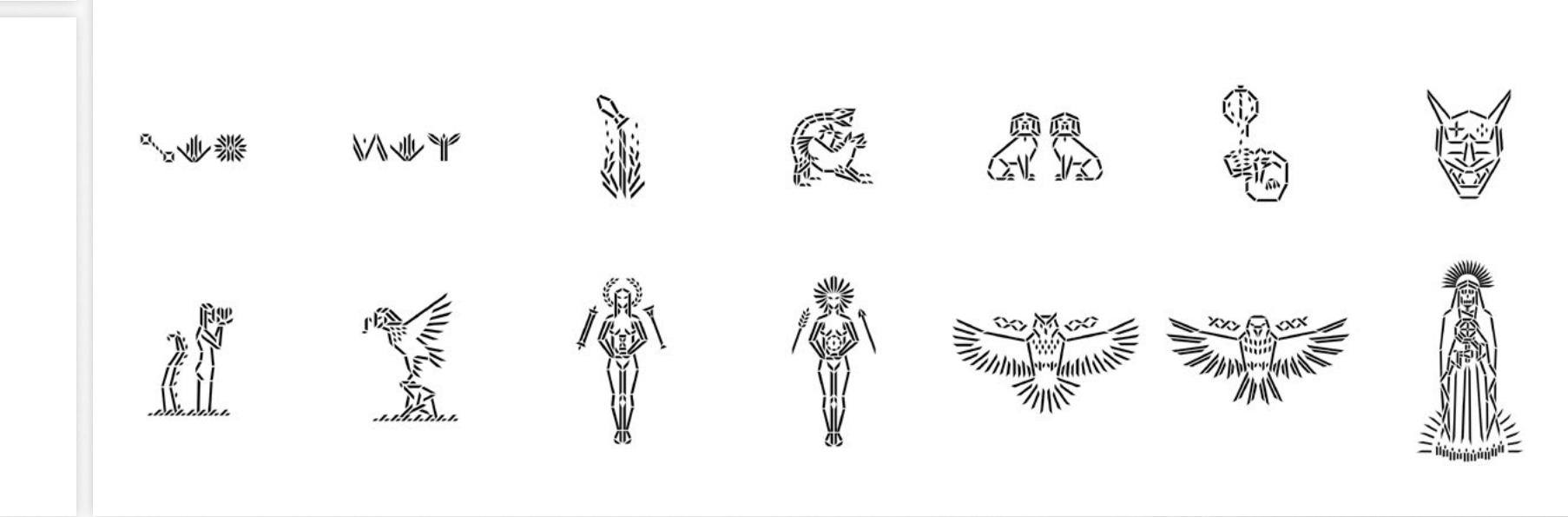
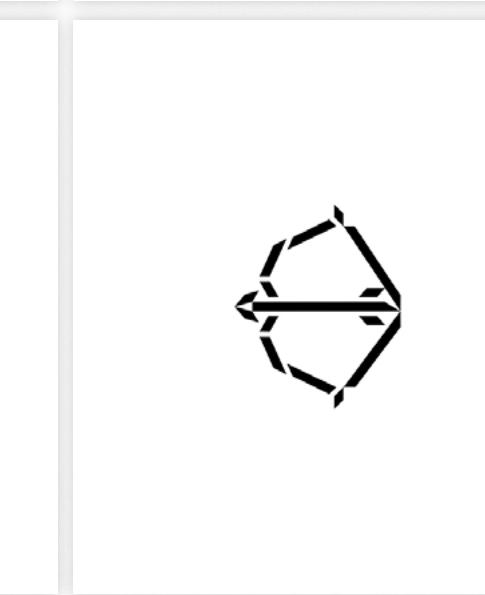
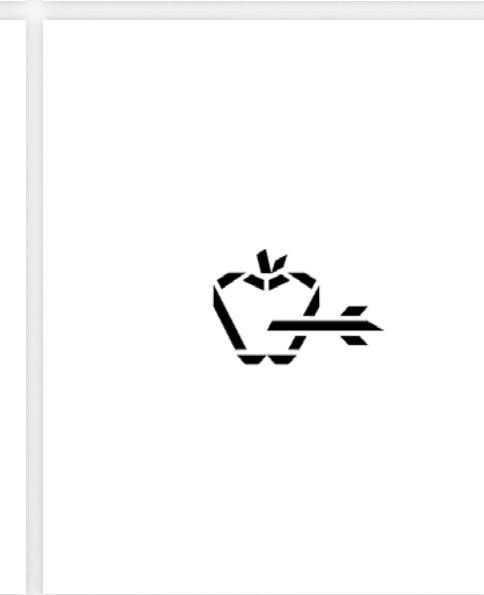
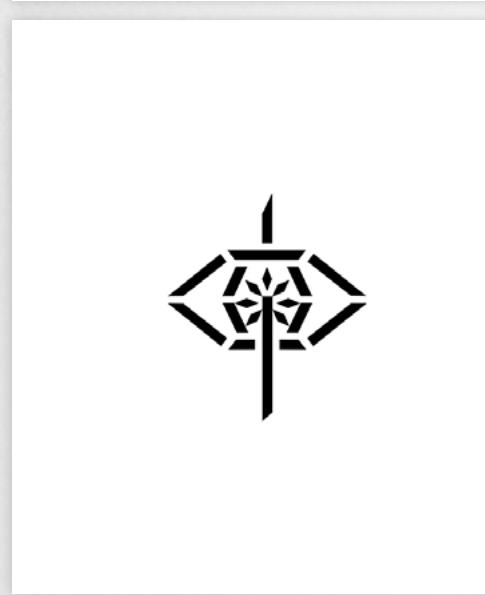
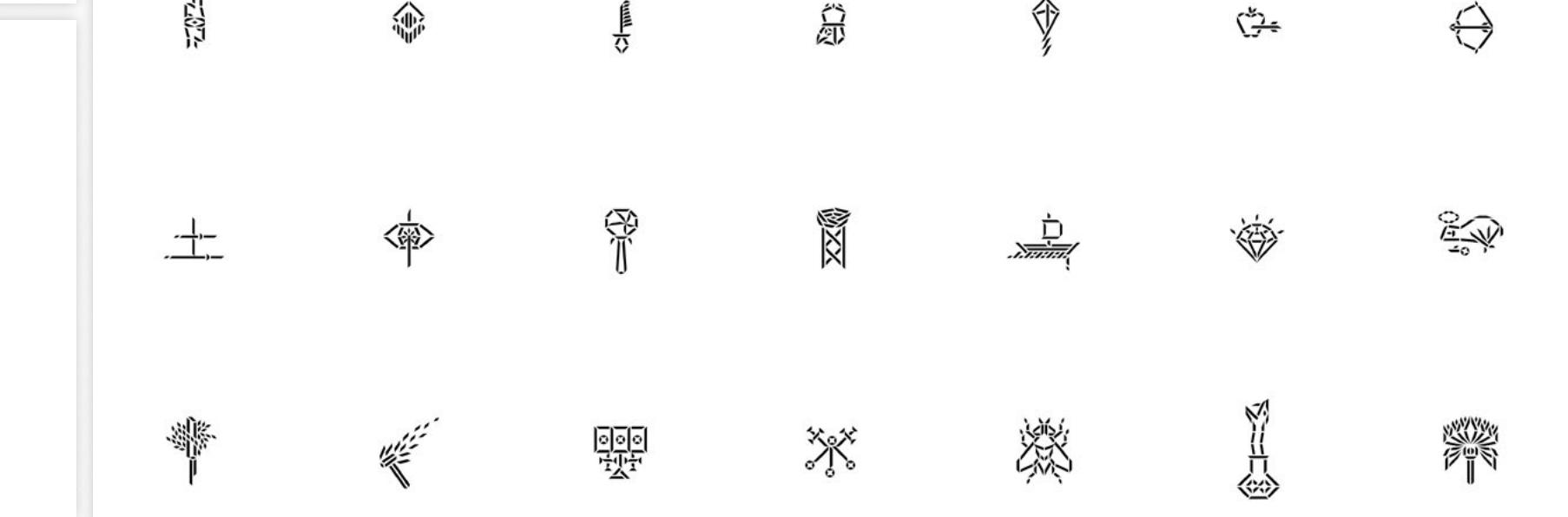
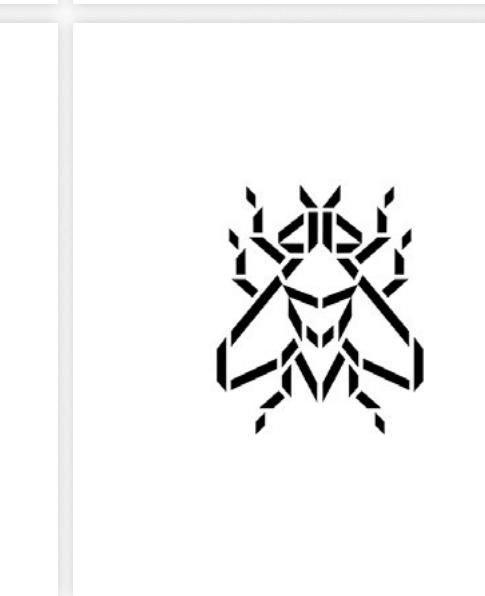
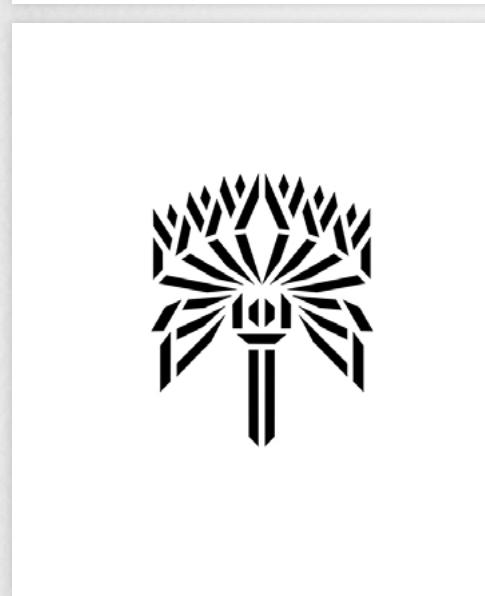
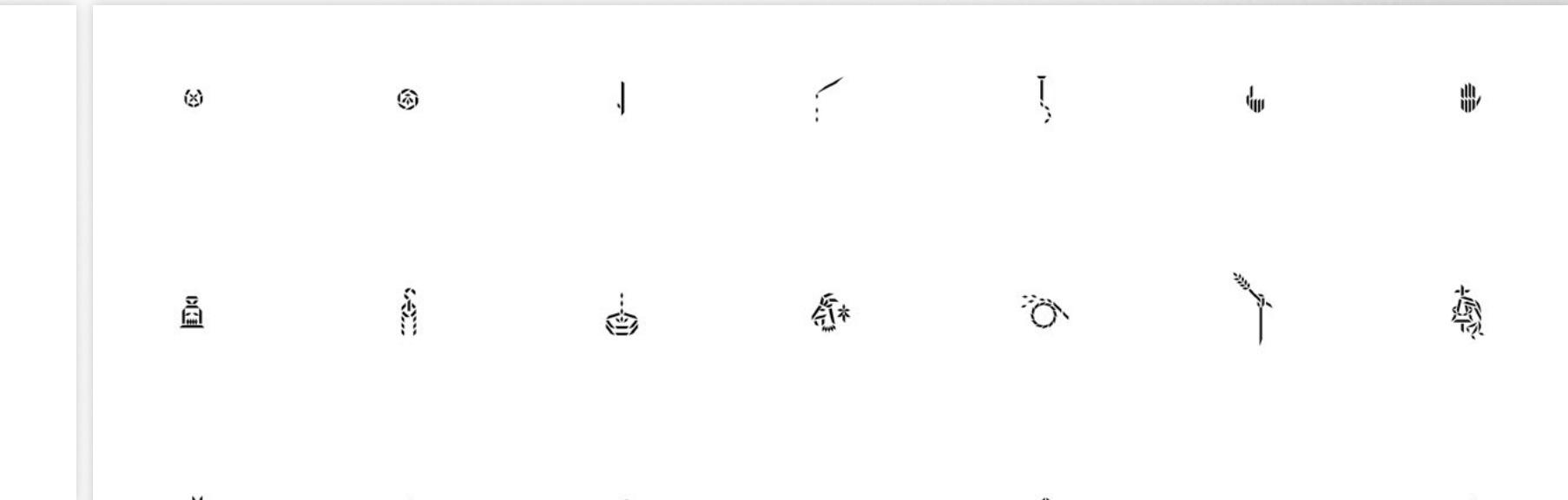
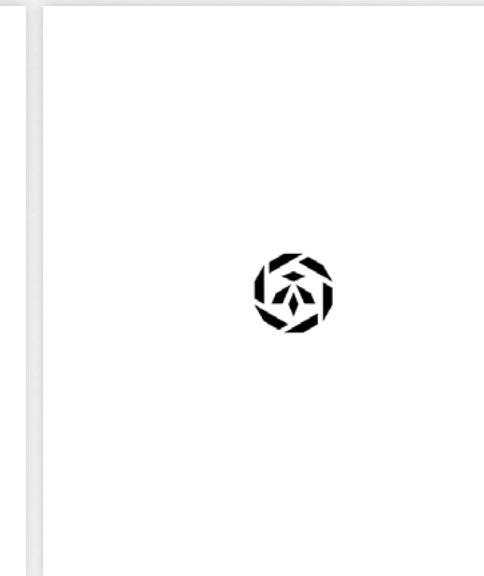
Process

The design is printed out at slight size variations to determine the best fit in relation to the space to be tattooed. A stencil of the selected size is applied after the skin has been shaved and sterilized. The shapes are then lined and filled in with tattoo ink. In the case of the tattoo shown, it was done by a professional.



Result

Over 50 designs have been created so far. As tattoos age, the ink spreads slightly through the skin, and the lines become less defined. Normally considered undesirable, the developed motif anticipates and incorporates this natural degradation. As the tattoo ages on the skin, the small breaks between the lines start to connect, and the tattoo becomes whole as it is “grown into.” More conversions are available to view at : https://hangzhouarchives.xyz/ha_black-diamond.html



Hangzhou Archives

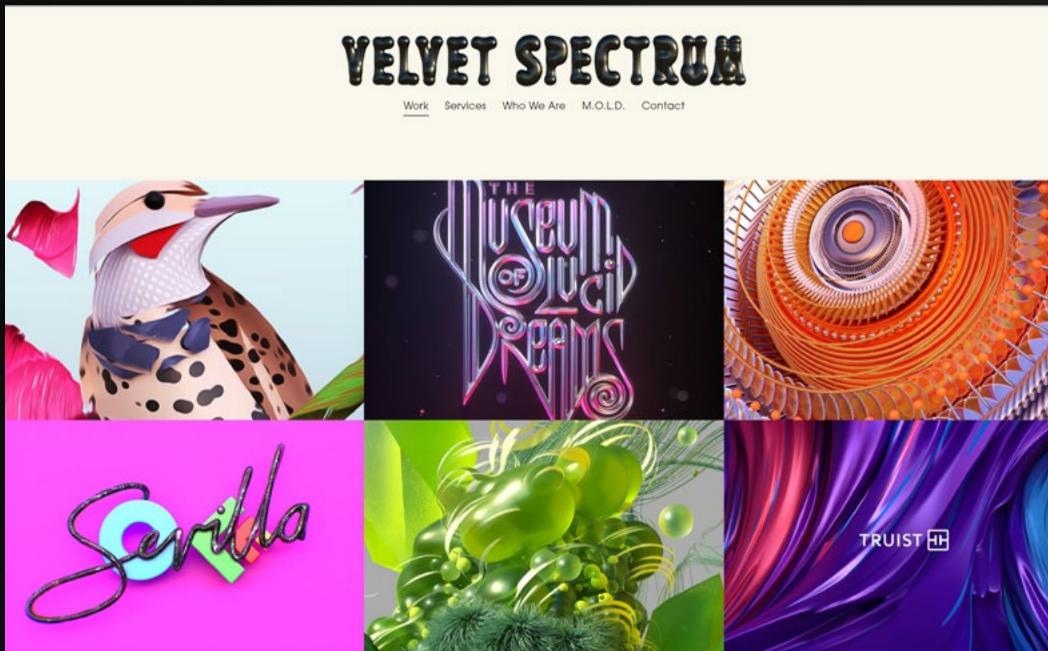
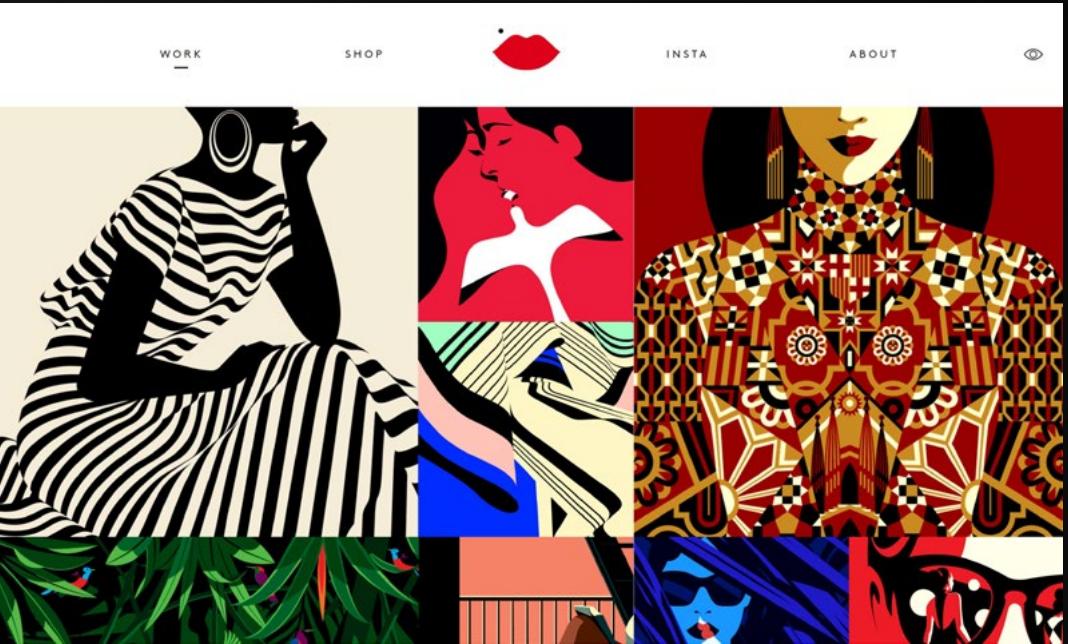
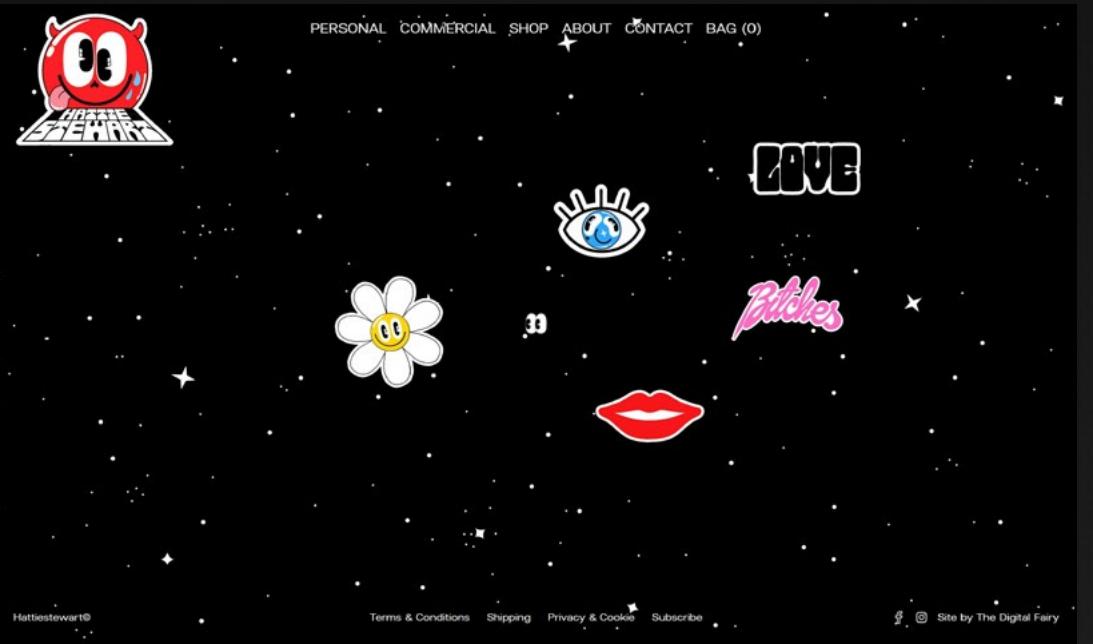
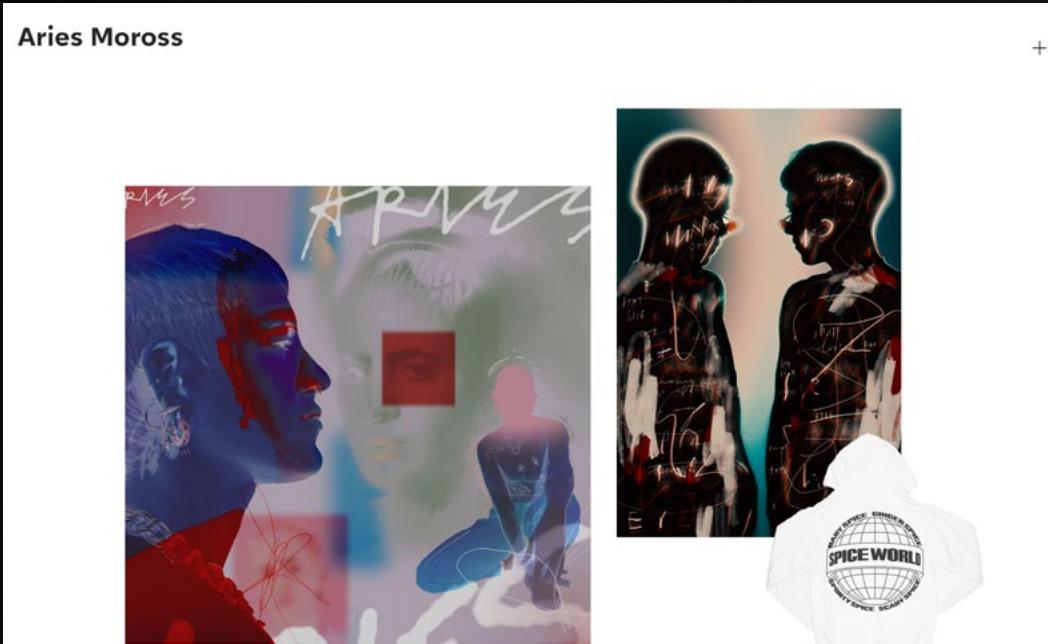
- personal website
- 2022



Challenge

Hangzhou Archives is a website that comprises works and memories made during the two years I attended China Academy of Art. My goal was to code a responsive site from scratch as an exercise in front-end web development.





Research

I studied several other portfolio websites for UI inspiration. Navigation, layouts, fonts, color schemes, and other interactive elements were considered for their potential to be adapted to the content displayed in the archive.

• Projects

- Universe
- Black Diamond
- Rabbit Hole
- Hamartia
- Goredots
- Bestgore
- Eggshells
- Blackbox
- Ghosts
- Scrolls

Writing

Justified Offense

- Abstract
- Introduction
- Defining Offense
- Open Casket
- The City I
- J'Accuse
- TAP and TOUCH Cinema
- ART THOUGHTZ
- Mirror Box
- Portrait of Ai Weiwei
- Nigger Drawings
- Conclusion
- Bibliography

Statement

- statement

Memories

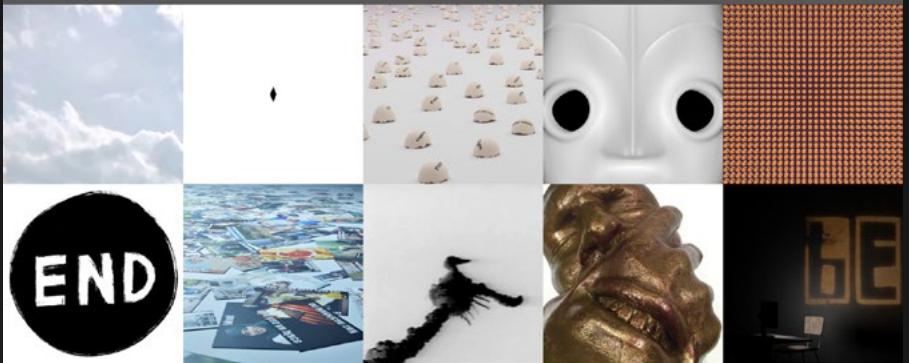
2019

- imgs

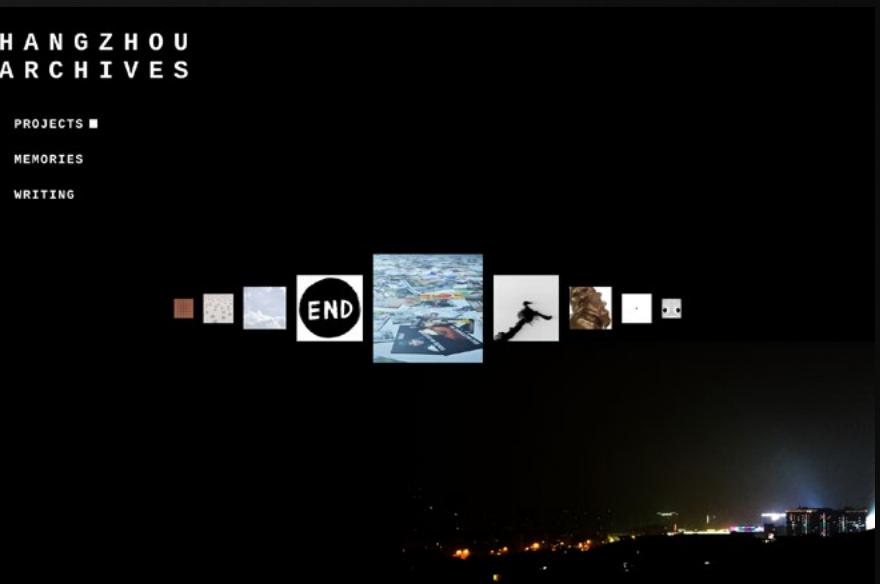
2020

- imgs

H A N G Z H O U
A R C H I V E S



Hangzhou Archives
Memories
Writing
Projects



Ideation

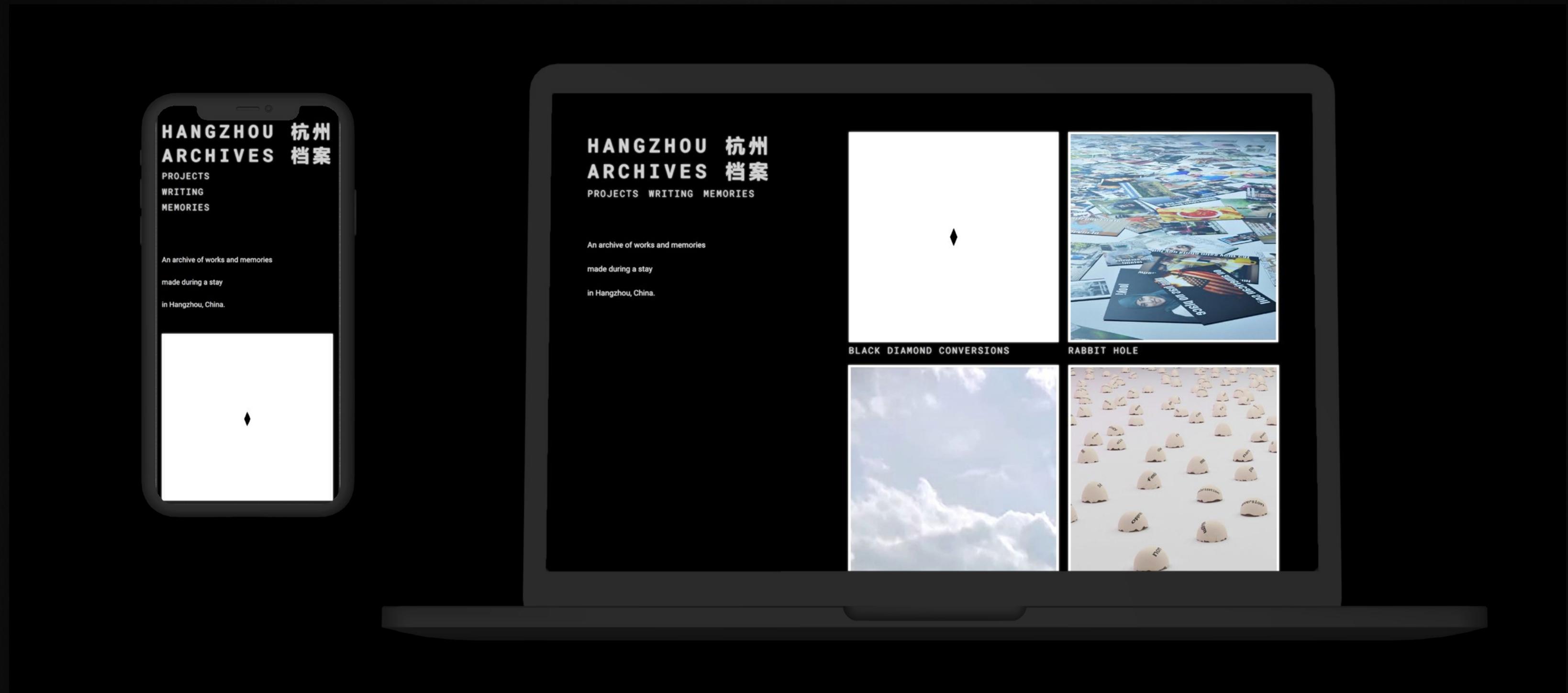
I mapped the basic site architecture before iterating different aesthetics in Figma. My goal was to provide a complimentary backdrop for the content being displayed. I chose a minimalist black and white aesthetic because of its synergy with some of the image assets.

```
1  <!DOCTYPE html>
2  <html lang="en">
3  <head>
4      <meta charset="UTF-8">
5      <meta http-equiv="X-UA-Compatible" content="IE=edge">
6      <meta name="viewport" content="width=device-width, initial-scale=1.0">
7      <title>STATEMENT</title>
8      <link rel="shortcut icon" type="image/png" href="ha_favicon.png">
9      <link rel="stylesheet" href="ha_styles.css">
10 </head>
11 <body>
12     <div class="text">
13         <header>
14             <h1>STATEMENT</h1>
15         </header>
16         <nav>
17             <ul class="navbar">
18                 <span><a href="index.html"><li class="header underline nav-item">PROJECTS</li></a></span>
19                 <span><a href="ha_writing.html"><li class="header underline nav-item">WRITING</li></a></span>
20                 <span><a href="ha_memories.html"><li class="header underline nav-item">MEMORIES</li></a></span>
21             </ul>
22         </nav>
23         <section>
24             <p>The motivation for my work is derived from a sincere concern for the world I live in. I find value in testing, and sometimes infringing, the limits of our collective sensibilities because it helps clarify what these sensibilities are and whether they are worth reconsidering. By continuing to investigate these limits, I hope to discover new means of relief that might help us deal with living in the current moment.</p>
25             <p class="by">BY 开伦</p>
26         </section>
27     </div>
28 </body>
29 </html>
```

Process

All pages were written in HTML5, CSS3, and ES6, and then uploaded to a Github repository. The code and assets can be viewed at this link :

<https://github.com/d-u-b-s/hangzhou-archives>



Result

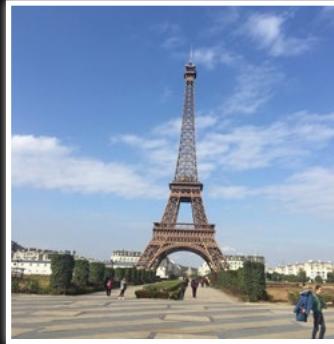
A responsive website containing 10 projects, 1 thesis, and 160 memories. The site is viewable at :
<https://hangzhouarchives.xyz/>

MEMORIES 回忆

2020

PROJECTS WRITING MEMORIES

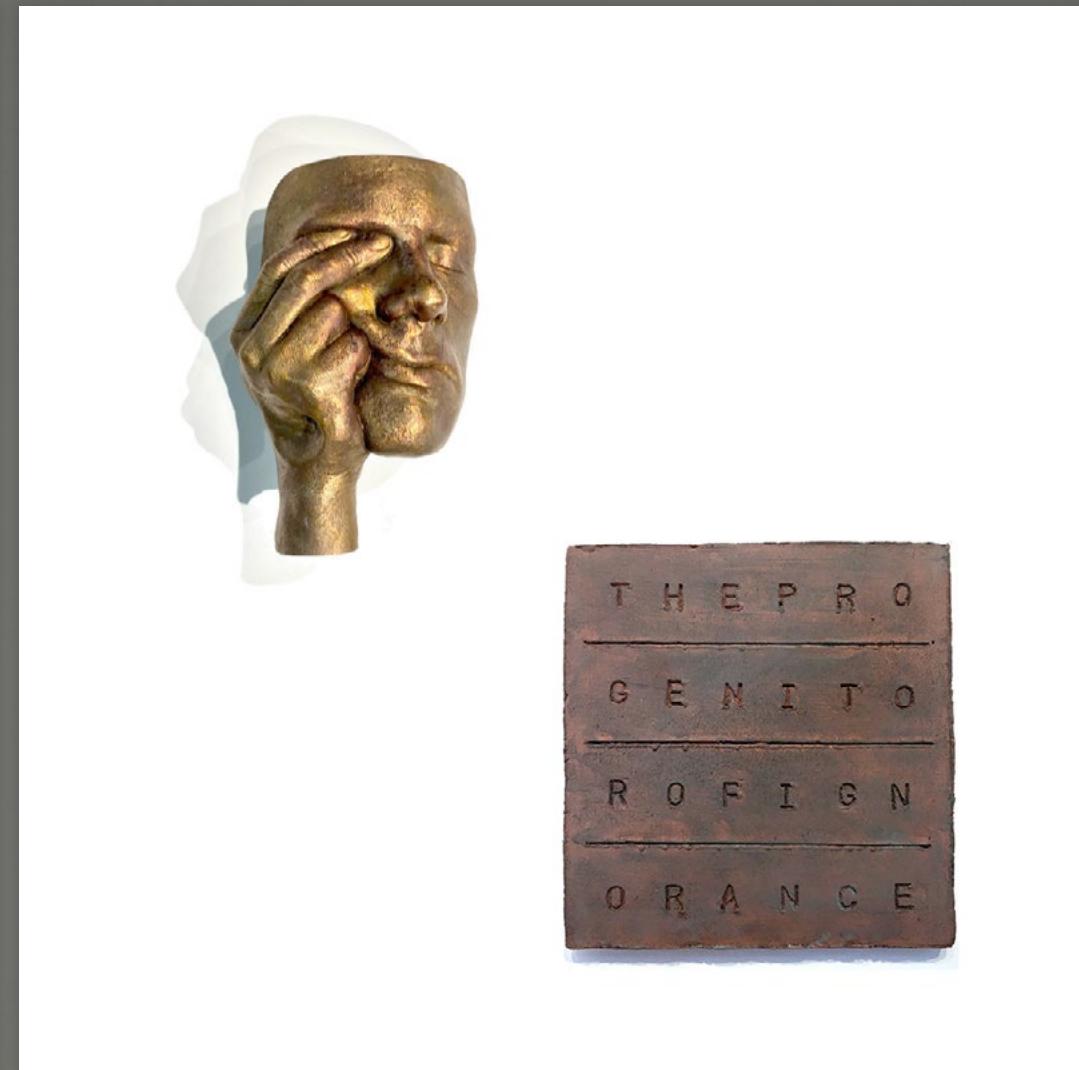
A nude cat,
a saddled dinosaur,
and the second largest Eiffel Tower.



Hamartia

■ sculpture series
■ 2019





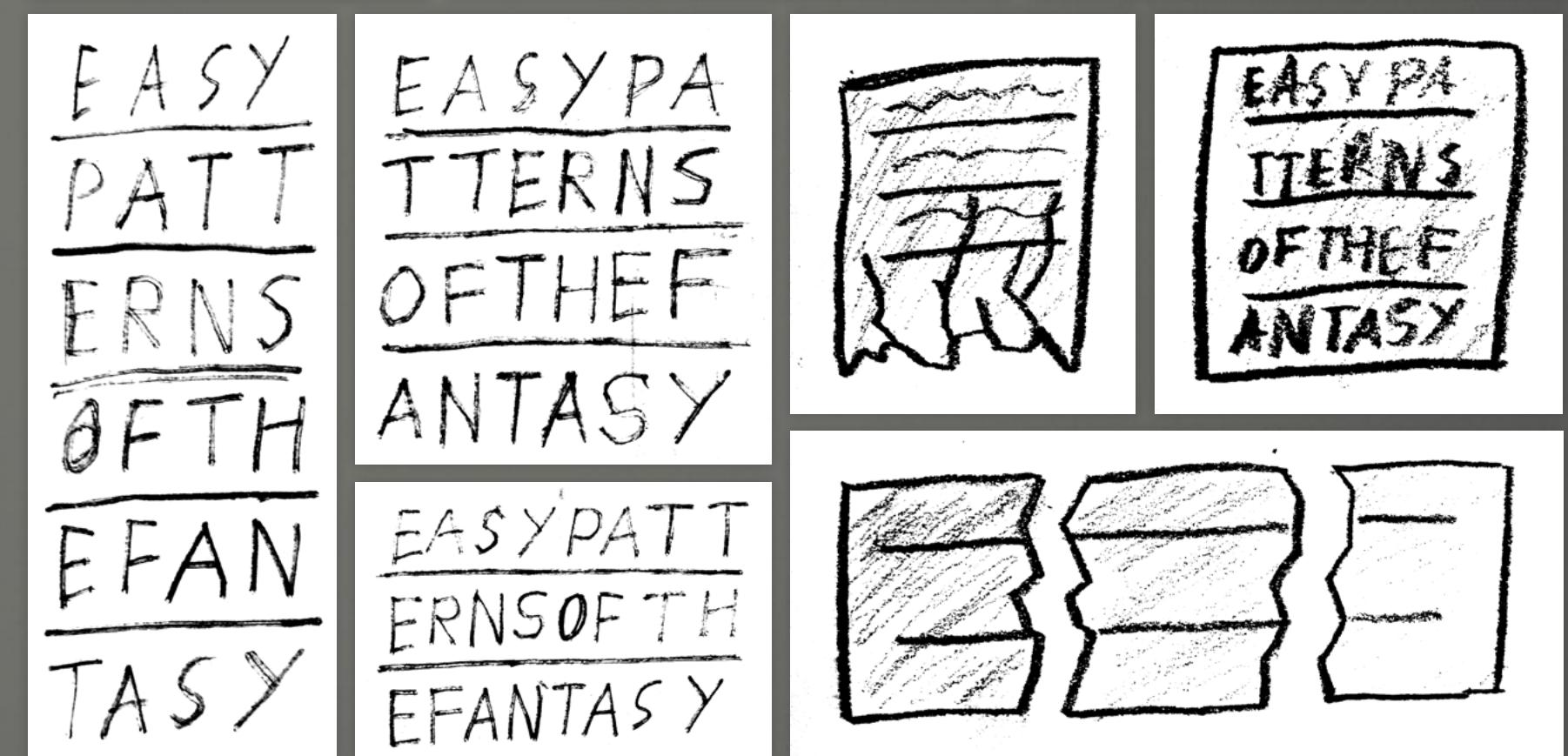
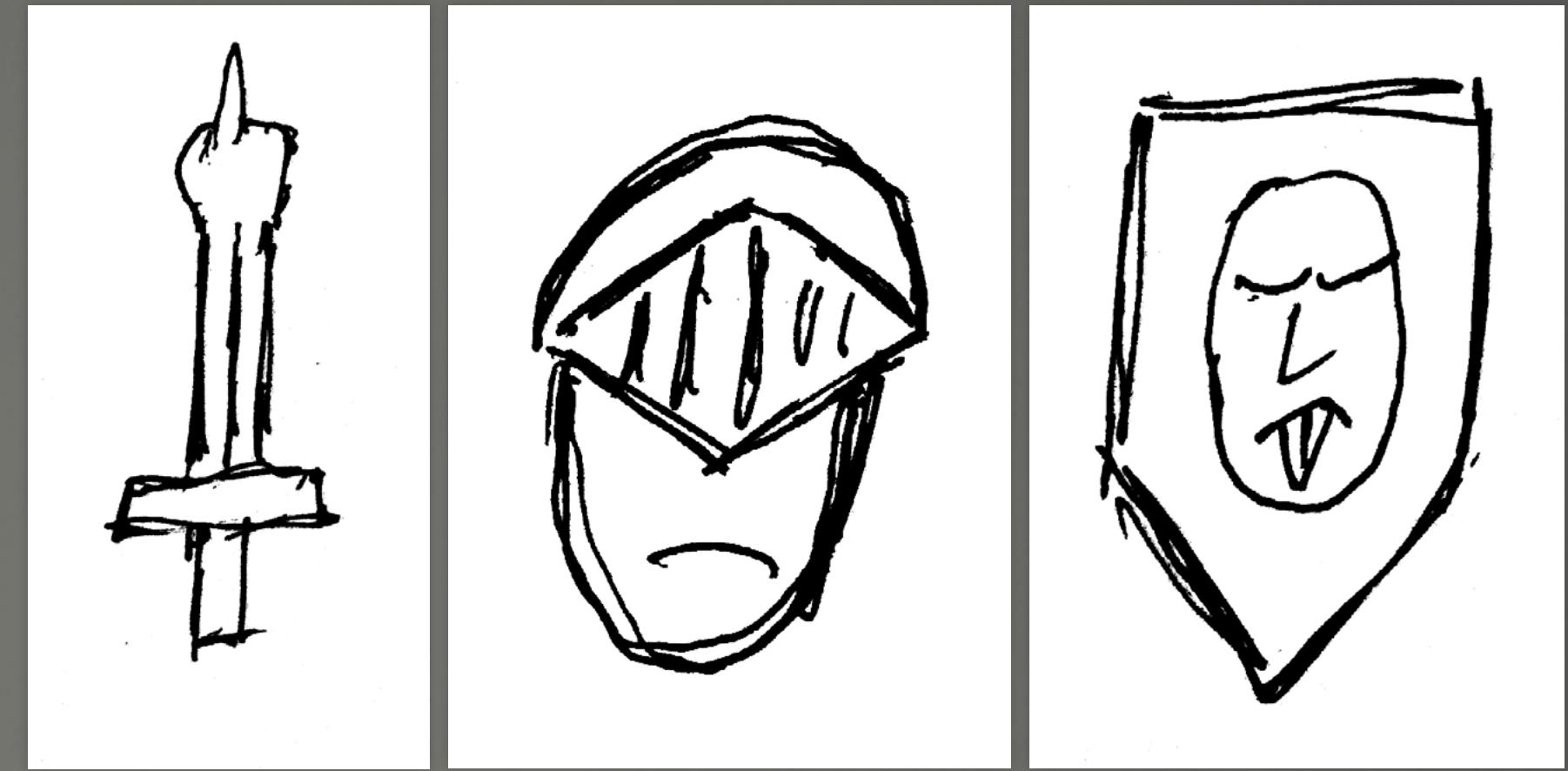
Challenge

Hamartia is a term in Greek tragedy that refers to the personal flaws that ultimately cause a hero's downfall. This series was a personal project that functioned as a means to investigate and represent flaws of character, as well as a reminder to guard against them.



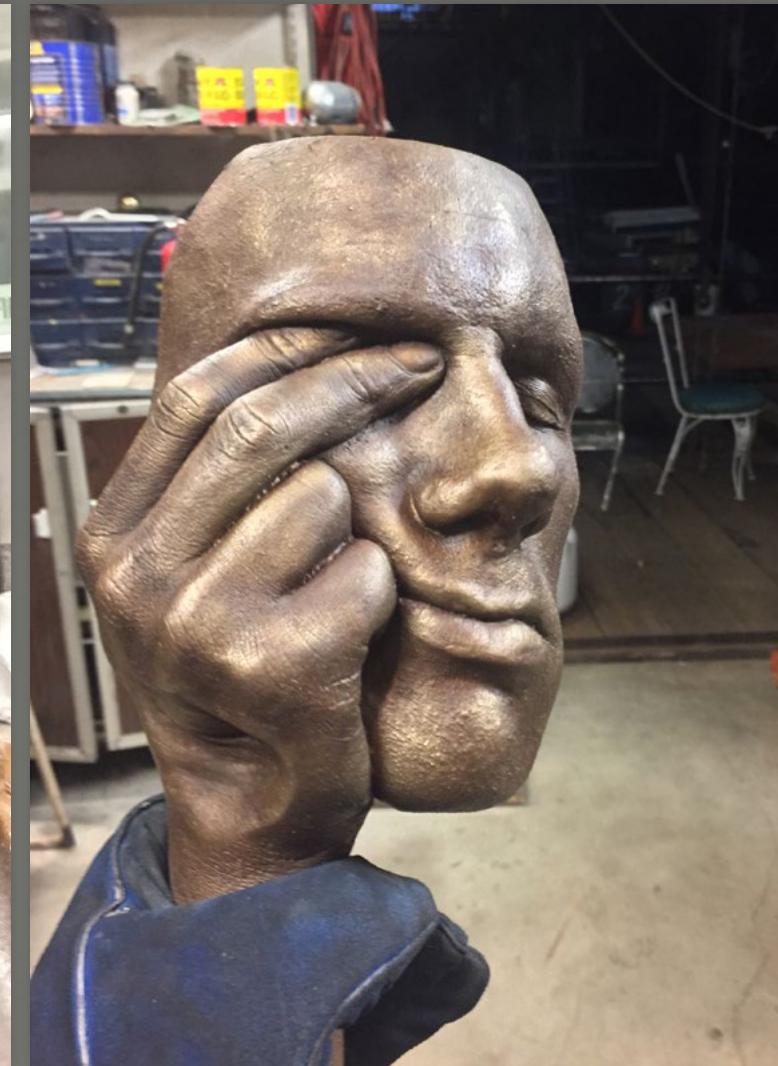
Research

The series took inspiration from the *Mask of Agamemnon*, an ancient Mycenaean funerary mask, and the *Linear B* tablets which contain Mycenaean script. I chose to work with bronze and ceramic earthenware for their resemblance to the source material.



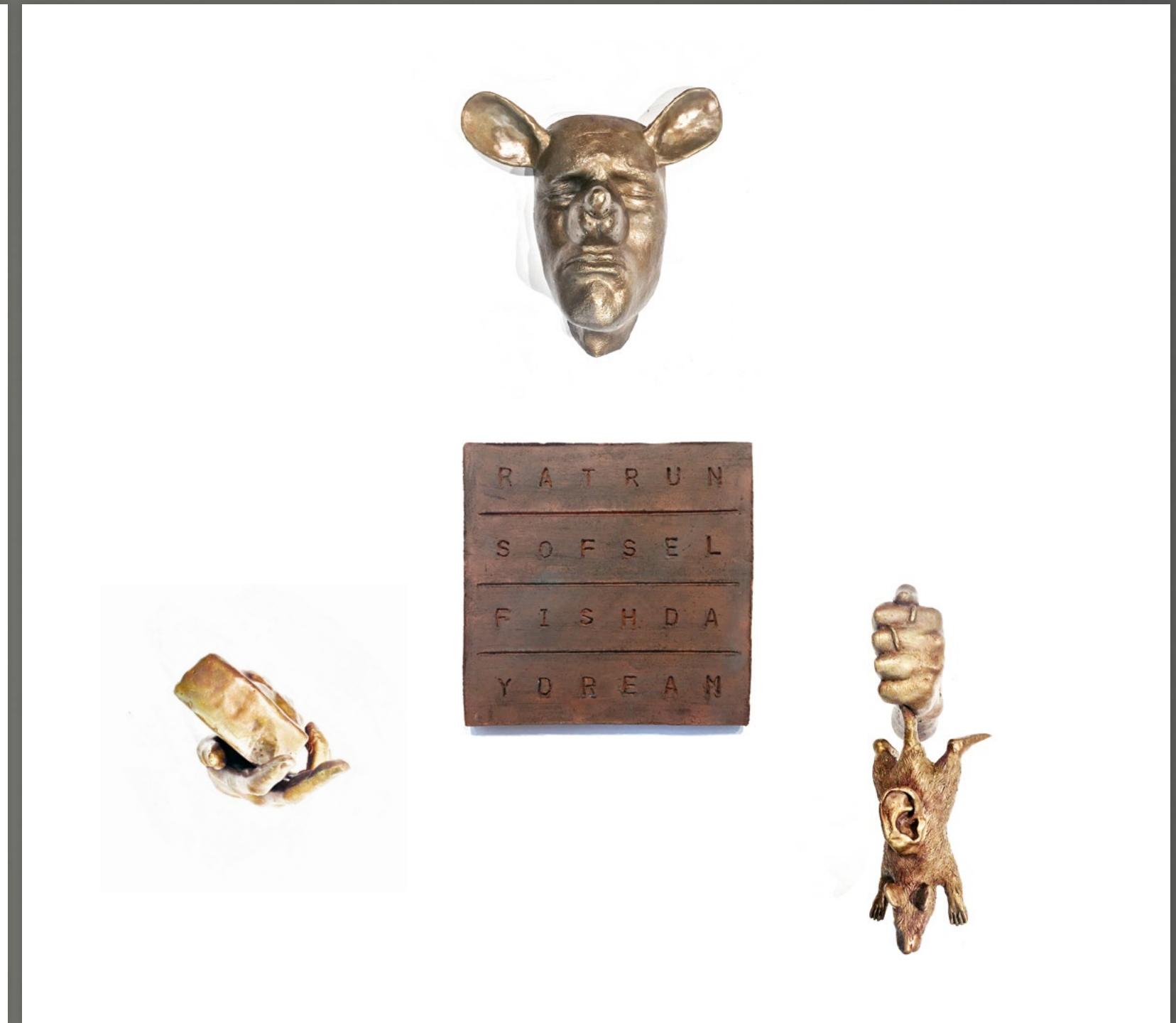
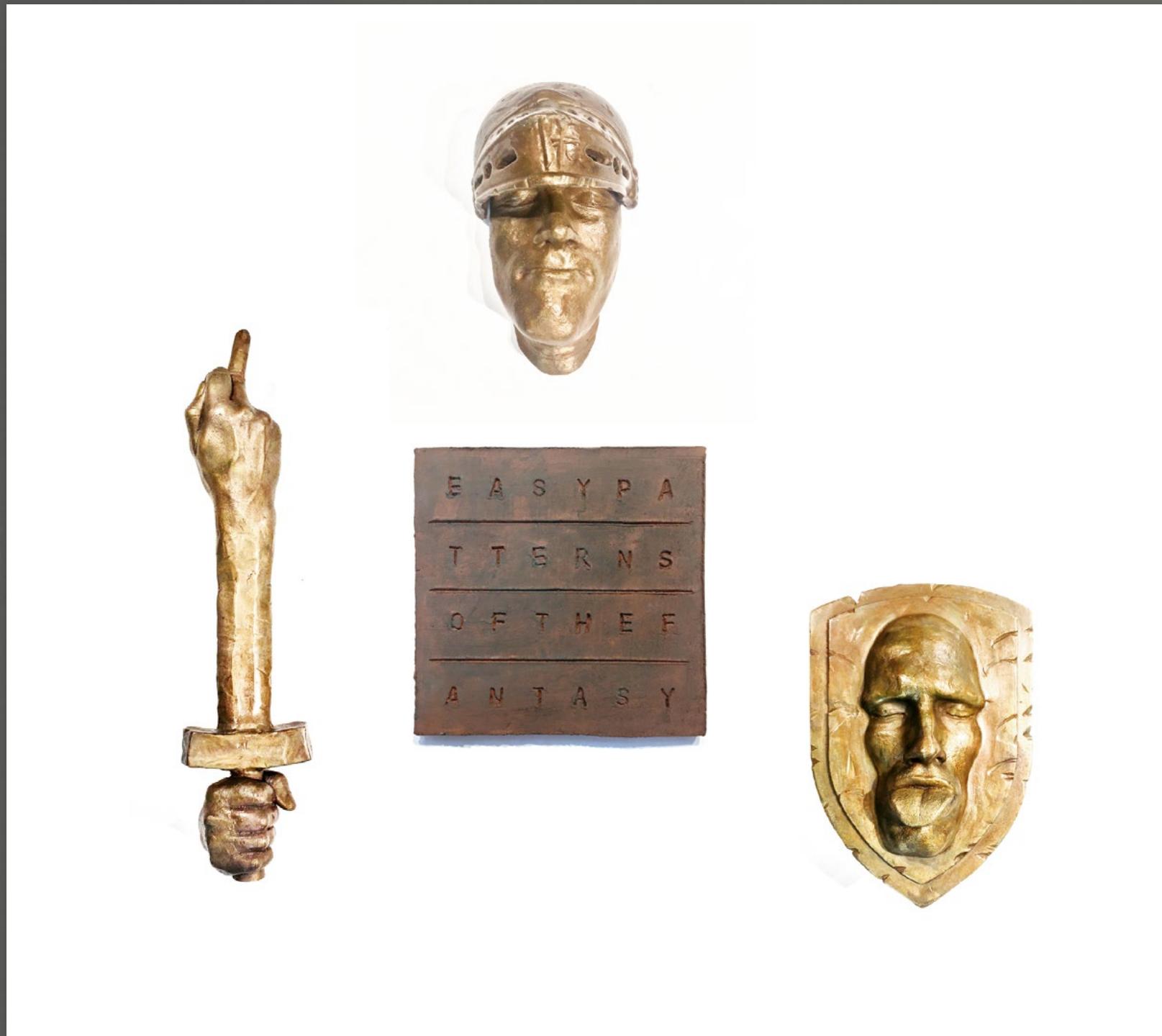
Ideation

All tiles contain phrases composed of 24 letters that reference the bronze pieces that accompany them. I sketched various forms and letter configurations and experimented with different types of clay textures and bronze patinas.



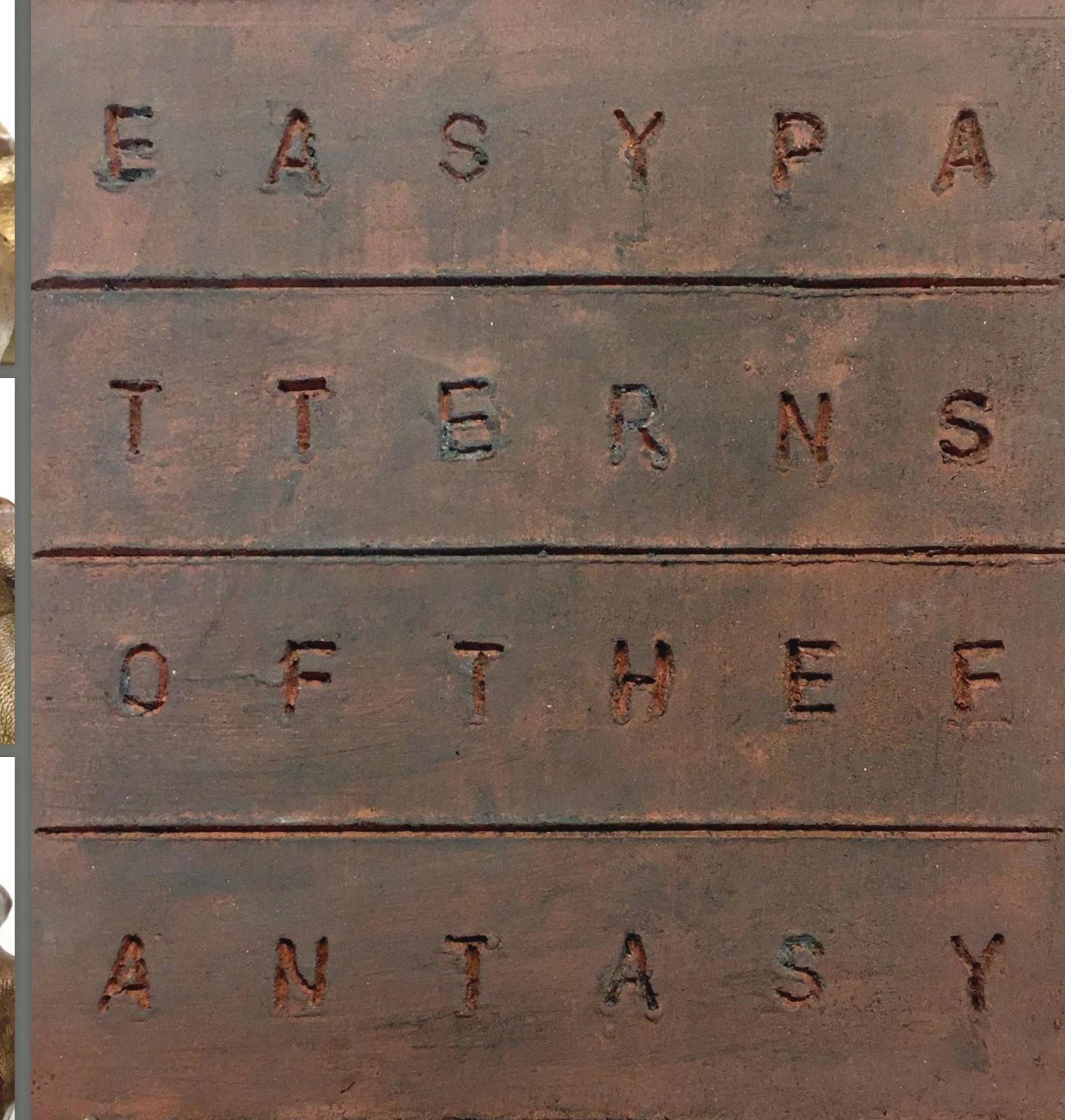
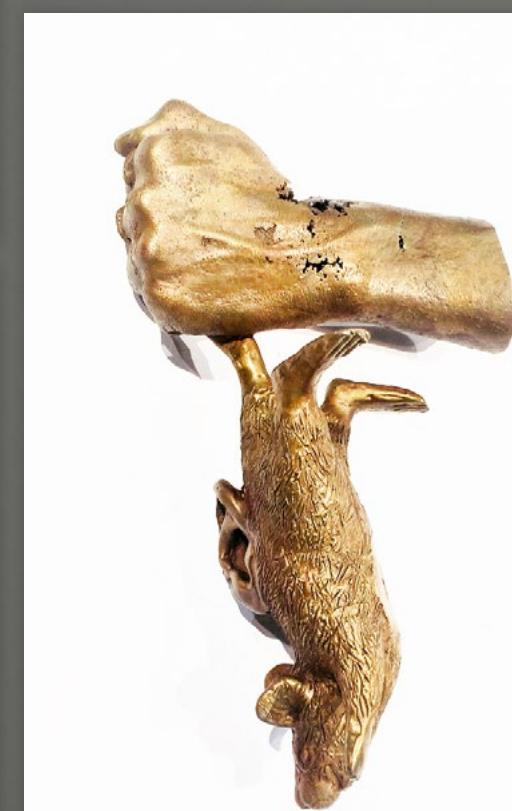
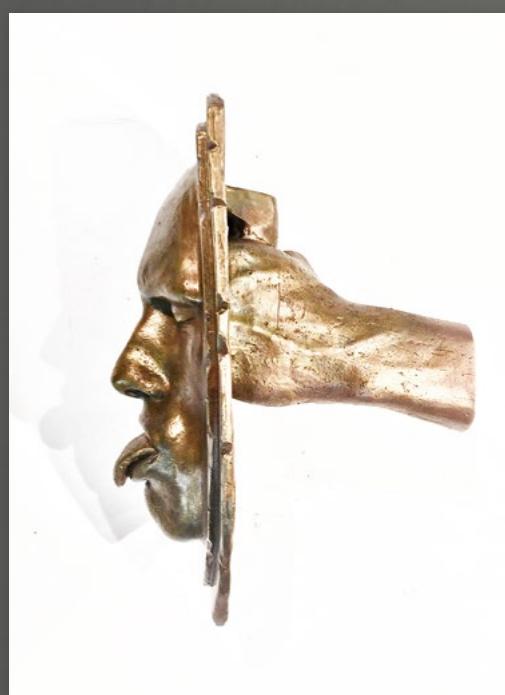
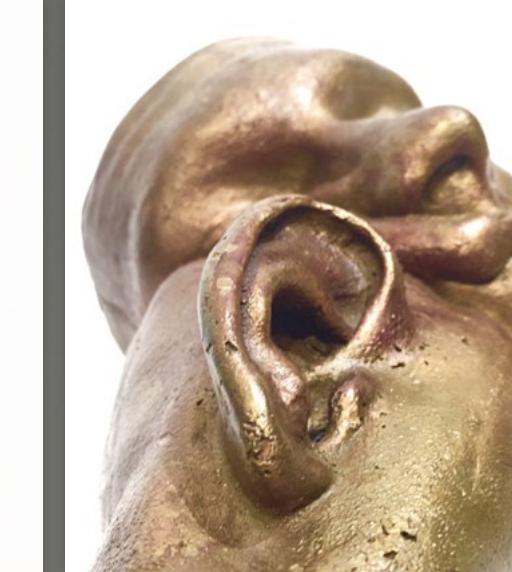
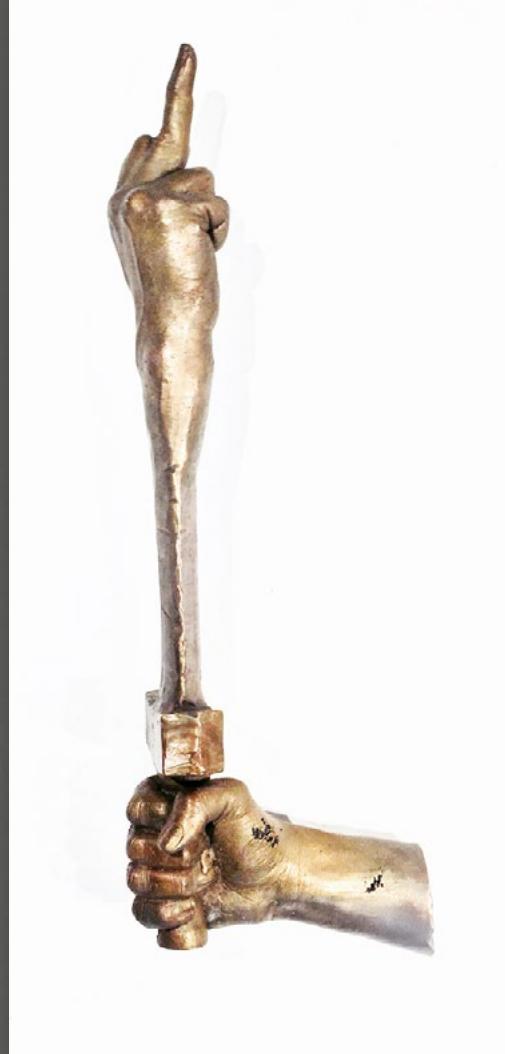
Process

I created the masks using the “lost wax” method in which a wax positive is made from an alginate mold and used to create the final form in bronze, which is then polished and patinated. The tiles were fired at low temperature and then rubbed with ash to add texture and color.



Result

5 masks and 4 arms in bronze, 5 tiles
in ceramic earthenware. Each set
represents a different character flaw.



THANK YOU

