

CALEB SHAFER  
ARCHITECTURAL DESIGNER | ARTIST

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[calebshafer.com](http://calebshafer.com)

## EDUCATION

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<b>M. Arch</b>	Rhode Island School of Design, <i>Masters of Architecture</i>	2024
<b>MFA</b>	University of Texas at Dallas, <i>School of Arts, Technology, and Emerging Communication</i>	2016
<b>BFA</b>	Cornish College of the Arts, <i>Fine Arts, Sculpture</i>	2012
	College of Santa Fe, Fine Arts, <i>Sculpture and Film</i>	2007–2009

## EXPERIENCE

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<b>RISD Ambisonics Sound lab</b> , Research Assistant	2022
<i>Collaborated with the creator of Elementary Audio to develop ambisonics effects using the JavaScript library.</i>	
Providence, Rhode Island	
<b>General Contractor</b>	2016–2020
<i>Founded and led an LLC specializing in comprehensive home remodels and renovations, successfully completing a significant reconstruction project and managing subcontractors.</i>	
Dallas, Texas	
<b>Neiman Marcus</b> , Shoe Department Coordinator	2013–2014
<i>Oversaw back-of-house operations and logistics for the Shoe Department, enhancing storewide business through effective collaboration with sales teams and inventory management.</i>	
Dallas, Texas	

## RELATED STUDIOS

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### **Solar Trajectories**

*Designed a multi-purpose structure for scientists and artists, featuring a glass Solar House and parabolic troughs for solar energy collection. Focused on creating an energy-independent laboratory using concentrated solar power. The building integrates with the Blackstone River Valley's landscape, emphasizing sustainability and interdisciplinary use.*

Providence, Rhode Island

### **Pillow Forts**

*Innovatively designed a communal sleeping area, utilizing Grasshopper and Kangaroo Physics for design. Conducted extensive research on masonry techniques, focusing on the structural and aesthetic potentials of a significant brick wall feature.*

Providence, Rhode Island

### **Cities: Stockholm, Sweden**

*Led Tensta's redesign to improve public transit and repurpose spaces for 18,500 residents. Initiatives included interior reconfiguration for better navigation, street-level playground access, and parking garage conversion to public spaces. The project focused on accessibility and community engagement, revitalizing the area for its diverse community.*

Providence, Rhode Island and Stockholm, Sweden

## SKILLS

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**Design & Modeling:** Rhino, Adobe Creative Suite, Grasshopper, V-Ray, Revit

**Office Software:** Office 365, Airtable, Notion

**Craftsmanship:** Woodworking, Metalworking, Mold Making, Casting, Glass Casting, Metal Casting, Model Making

**Audio & Visual:** Sound Recording and Mixing, DAWs (Reaper, ProTools), Photography, Videography, Max/MSP

**Programming & Tech:** Python, JavaScript, Arduino- LEDs/Motor Control, 3D Printing, Audio and Video Synthesis

## EXHIBITIONS

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### 500X

*Group Show* 2016

### Efficient Degradation of Contaminants

*MFA Solo Show* 2016

### Acoustic Nerves

*Group Show* 2016

### Death Fugue: An Uncovering

*Collaborative Exhibition* 2016

### Temporary Collectives

*Group Show* 2016

### 500 Singleton

*Group Show* 2015

### Inscape

*Collaborative Project* 2012

### Fred Hutchison

*Group Show* 2012

### BFA Group Show

*Group Show* 2012

### College of Santa Fe Juried Show

*Awarded 1<sup>st</sup> Place* 2008

## COLLECTIONS

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Capital One - Plano, Texas