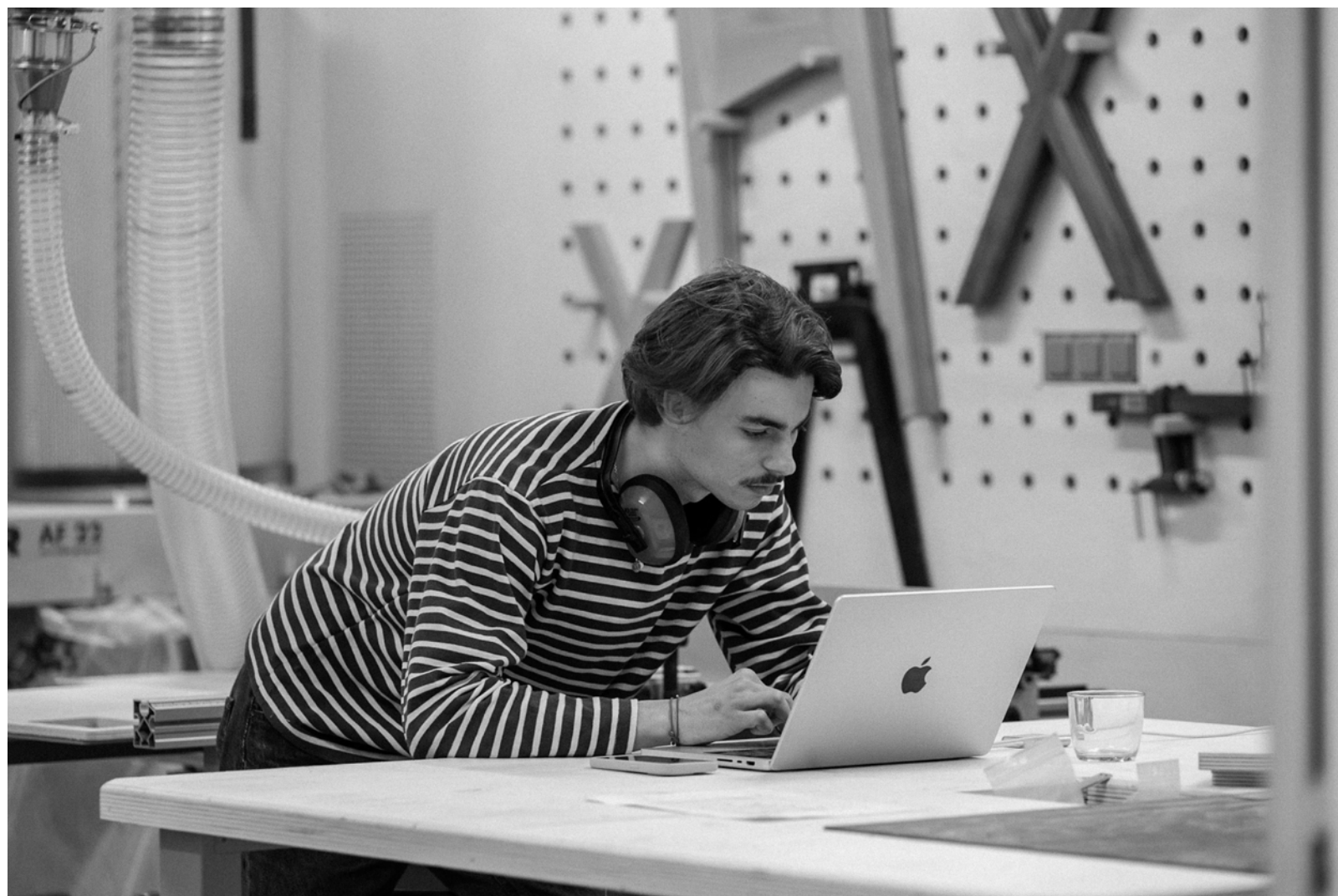




PROCESS BOOK



ELIOT HOUIS

I'm an industrial designer with hands-on cabinetmaking experience, combining 3D skills and deep knowledge of audio and tech-integrated product design

My design is rooted in simple, almost elemental forms, often enriched with digital technologies. I create clear, functional objects, inspired by the tangible shapes and objects around us.

I am driven by a need to touch, experiment, and shape, exploring the contrast between the spontaneity of craft and the precision of industry.

EDUCATION

2022 → 24

Master’s Degree in Digital Design and Innovation
L’École de design Nantes France

2019 → 22

Bachelor’s Degree in Industrial Design
L’École de design Nantes France

2018 → 19

Cabinetmaking Certification (=MBO2)
Wood School of St Quentin France

2016 → 18

DUT Mechanical & Product Engineering
University of Amiens France

SOFT SKILLS

CAD & 3D rendering
DFM & Supplier coordination
Parts sourcing with low MOQs
CNC simulation & manufacturing (XYZ)
PCB design & manufacturing (EasyEDA)

PRODUCTION SKILLS

CNC programming and production (XYZ format)
Woodworking tools
3D Printing & Laser cutting
Painting and finishing process
Ceramic modeling
Proficient in wood joinery & assembly

SOFTWARE

Fusion 360
Rhino

SolidWorks
Blender

KeyShot
Adobe Ps-Ai-Id-Lr-Pr

Figma

EXPERIENCES

09/2022 → 02/2025

LEAD INDUSTRIAL DESIGNER
La Boite Concept - Hossegor - France

Apprenticeship + Freelance
/Designed, set up, and implemented an industrial cabinetmaking workshop, ensuring the sizing of machines aligned with industrial needs.
/Designed and prototyped a pair of passive speakers for Micromega, aligning with their acoustic and aesthetic standards.
/Managed the design and development of a speaker in collaboration with Axel Chay and MYD.

09/2020 → 09/2022

ASSISTANT INDUSTRIAL DESIGNER
La Boite Concept - Hossegor - France

Apprenticeship + Freelance
/Worked for the development of the Lx product line, including the creation of Lx Studio.
/Designed the Square turntable and managed its industrial development with European suppliers.
/Designed and prototyped both the electronics and physical components of a streaming device in partnership with Escape.

25/02/2019 → 22/03/2019

ASSISTANT CRAFTSMAN
Stephane - La Trinité - France
Internship
/Design, fabrication, and installation of nautical wooden parts on catamarans over 10 meters..

18/05/2017 → 20/06/2017

ASSISTANT MECHANICAL ENGINEER
ROTA Industrie - Istanbul - Turkey
Internship
/Engineering development of new oilfield and paper industry equipment.
/Production monitoring and mechanical engineering.

PROJECTS



01 - SPEAKER SCULPTURE



02 - STREAMER



03 - SHARE IT



04 - TOTEMO



05 - SOLO

More projects on eliothouis.com

SPEAKER SCUPLTURE

For the past four years, restaurants and bars have been facing a steady decline.

Once considered cultural hubs for discovering music, trends, and lifestyle, they now need to realign with the values and expectations of their communities and customers — in order to become attractive again and reconnect with a younger audience.



How can bars attract younger generations and align with new musical trends again ?

TYPE OF PROJECT
DURATION
ROLE

PERSONAL
1 MONTH
DESIGNER



WHY DON'T RESTAURANTS AND BARS ATTRACT YOUNGER PEOPLE ?

Bars don't fit my style, and I prefer meeting friends in places where I can truly be myself.

User quote

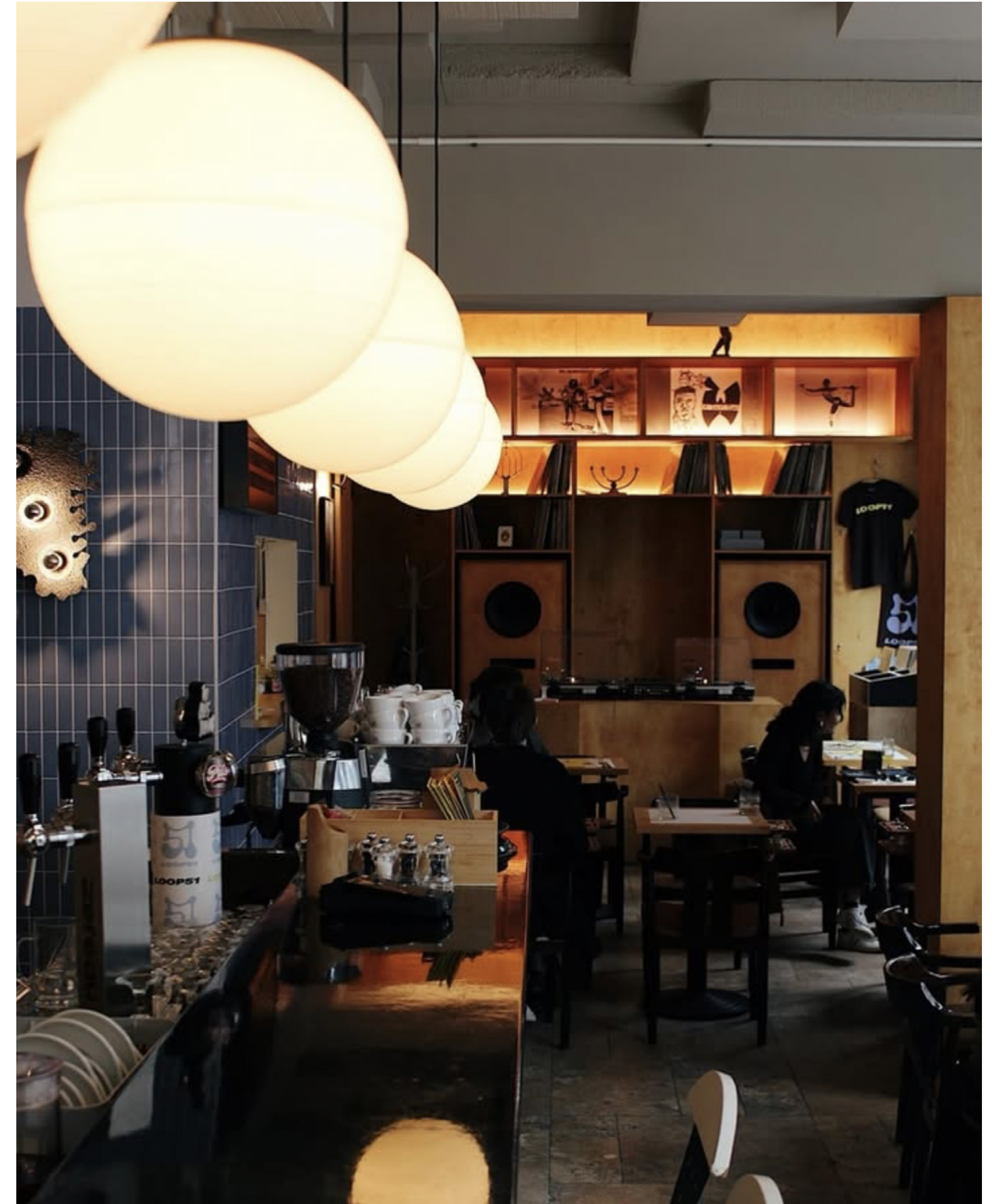
I've been running this bar for 20 years, and I used to play my own music. Now, I'm not up to date anymore, and I don't have the time, so I just play pre-recorded playlists from Spotify.

Bar owner quote

LET'S MAKE BARS ATTRACTIVE AGAIN !

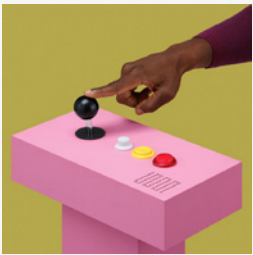
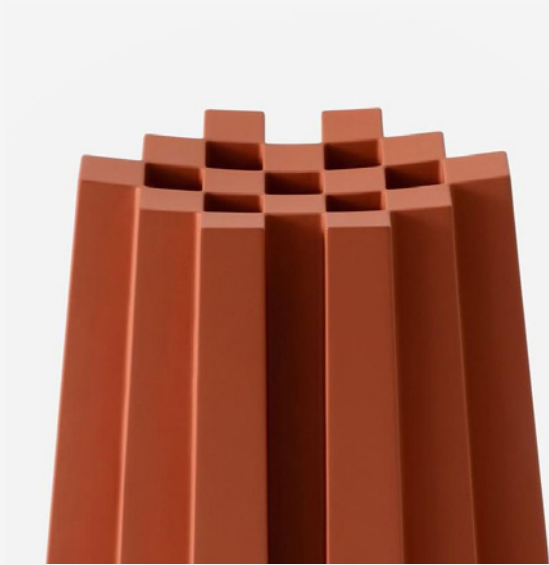
In design, an attractive space or object invites interaction, creates desire, and strengthens the user's connection with the experience.

To bring bars back to life, they must become attractive again—not just visually, but also by offering meaningful experiences that resonate emotionally and functionally with today's audience.



Inspirations

Create attraction with bold design and a focus on human-centered usability.

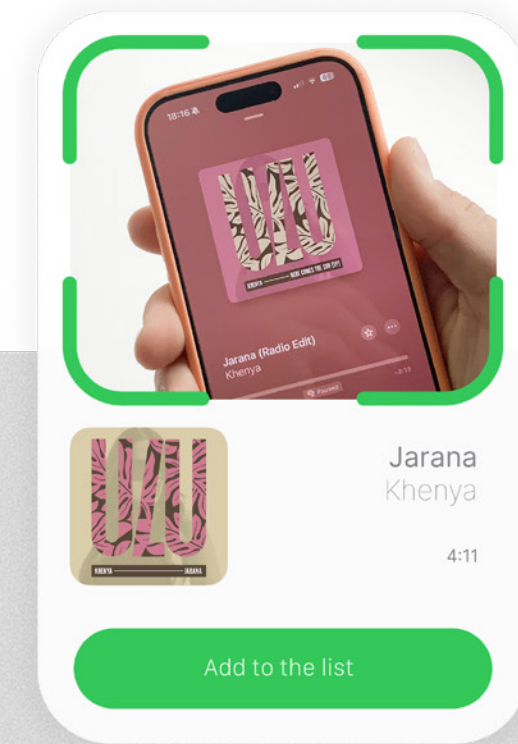




360° SPEAKER

DIGITAL CONTROL
INTERFACE

CAMERA



Add your track to the list !



HOW DOES IT WORK ?

Sculptural speakers are positioned throughout the bar and connected via a shared network.

Every customer can suggest a track by presenting its cover to a recognition system. The system analyzes the song based on specific parameters to ensure it fits the bar's musical identity or stays close to the current playlist flow.

STREAMER

La Boite Concept designs and builds domestic speakers with a clear guiding principle: reducing technological obsolescence for users. This approach stands in contrast to the constant race to follow the latest tech trends. Instead, the goal is to create attractive, long-lasting products that combine innovation with timeless design.

7

Supported products

3-4 Years

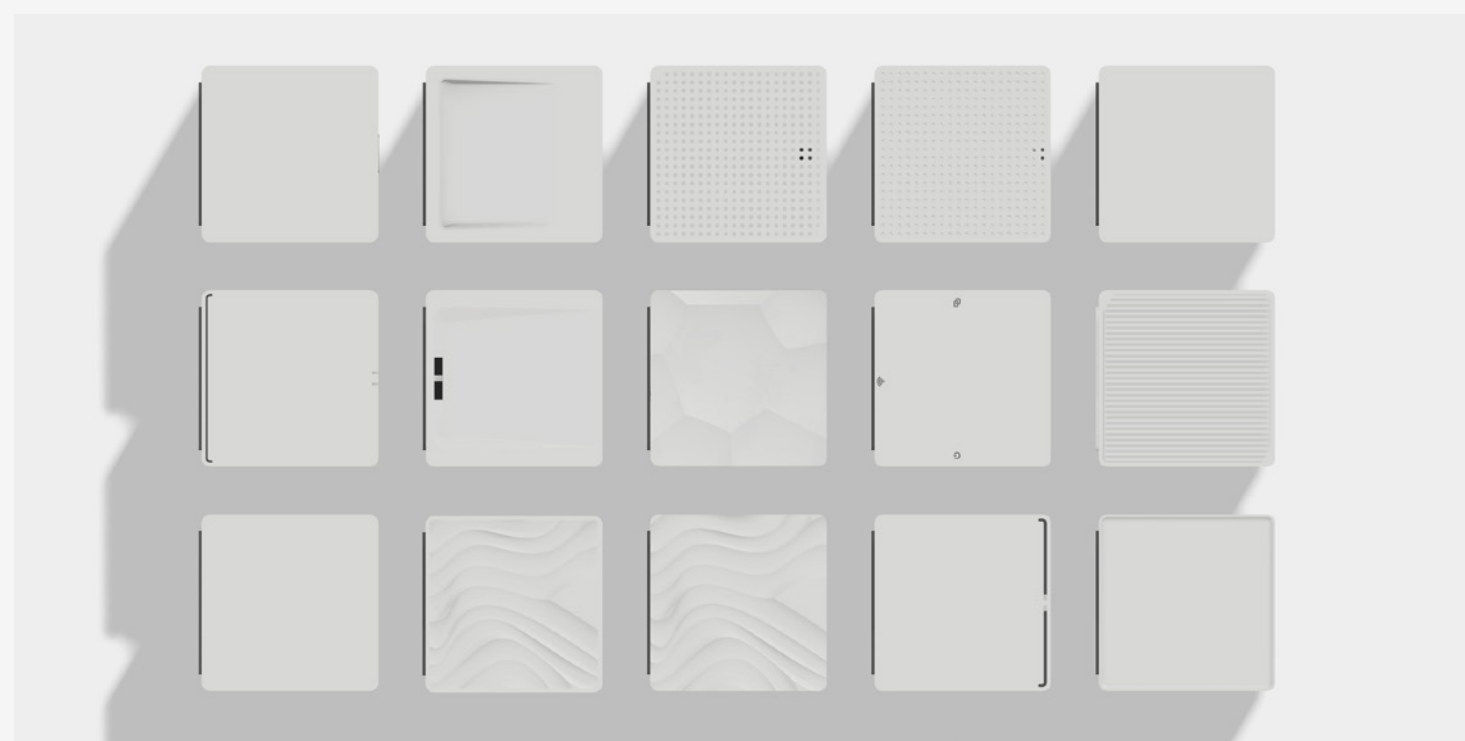
Average lifespan of a speaker

How can we integrate evolving speaker technology into an interchangeable, upgradable component ?

TYPE OF PROJECT
DURATION
ROLE

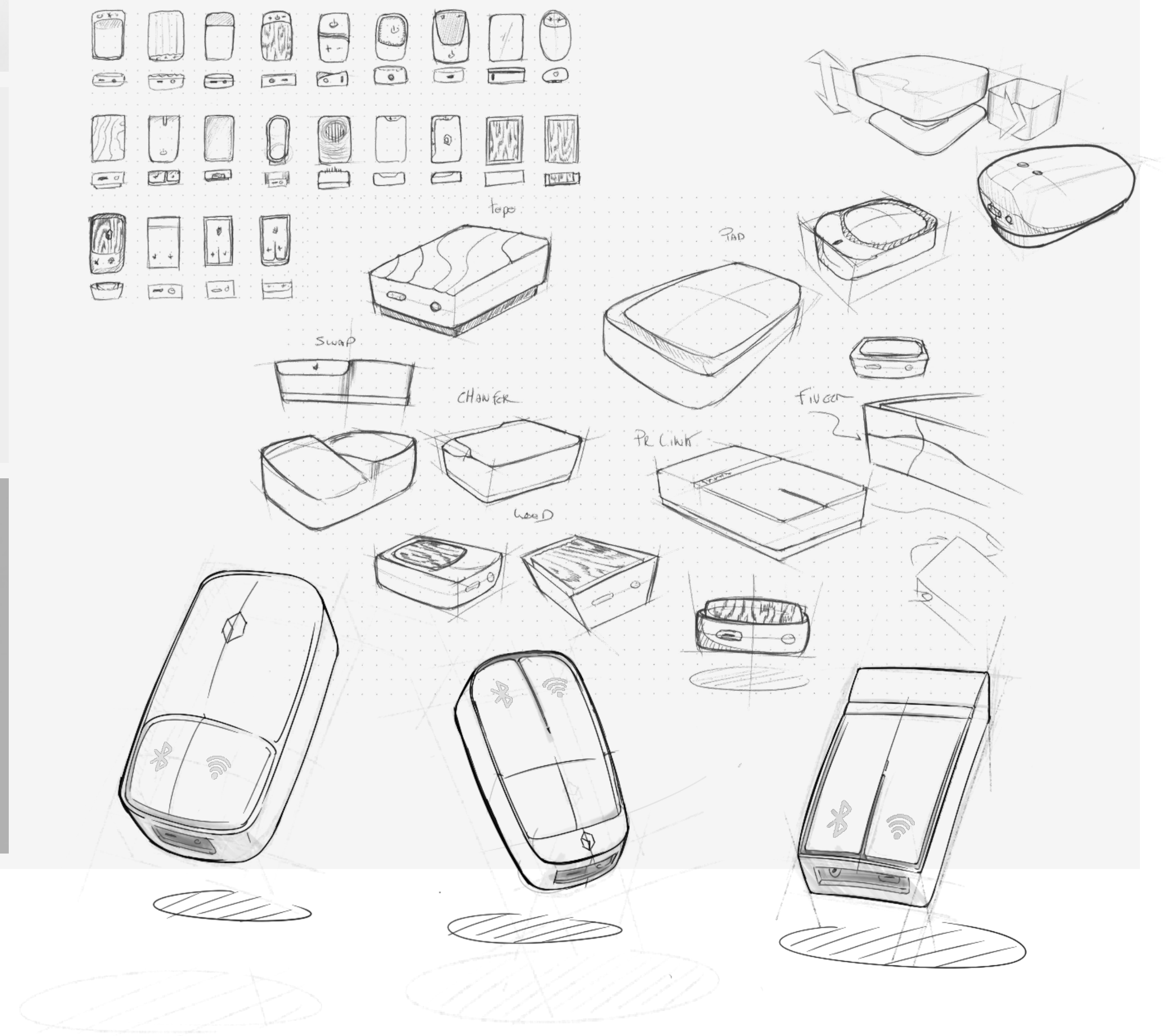
APPRENTICESHIP
6 MONTHS
DESIGNER - PROJECT MANAGER





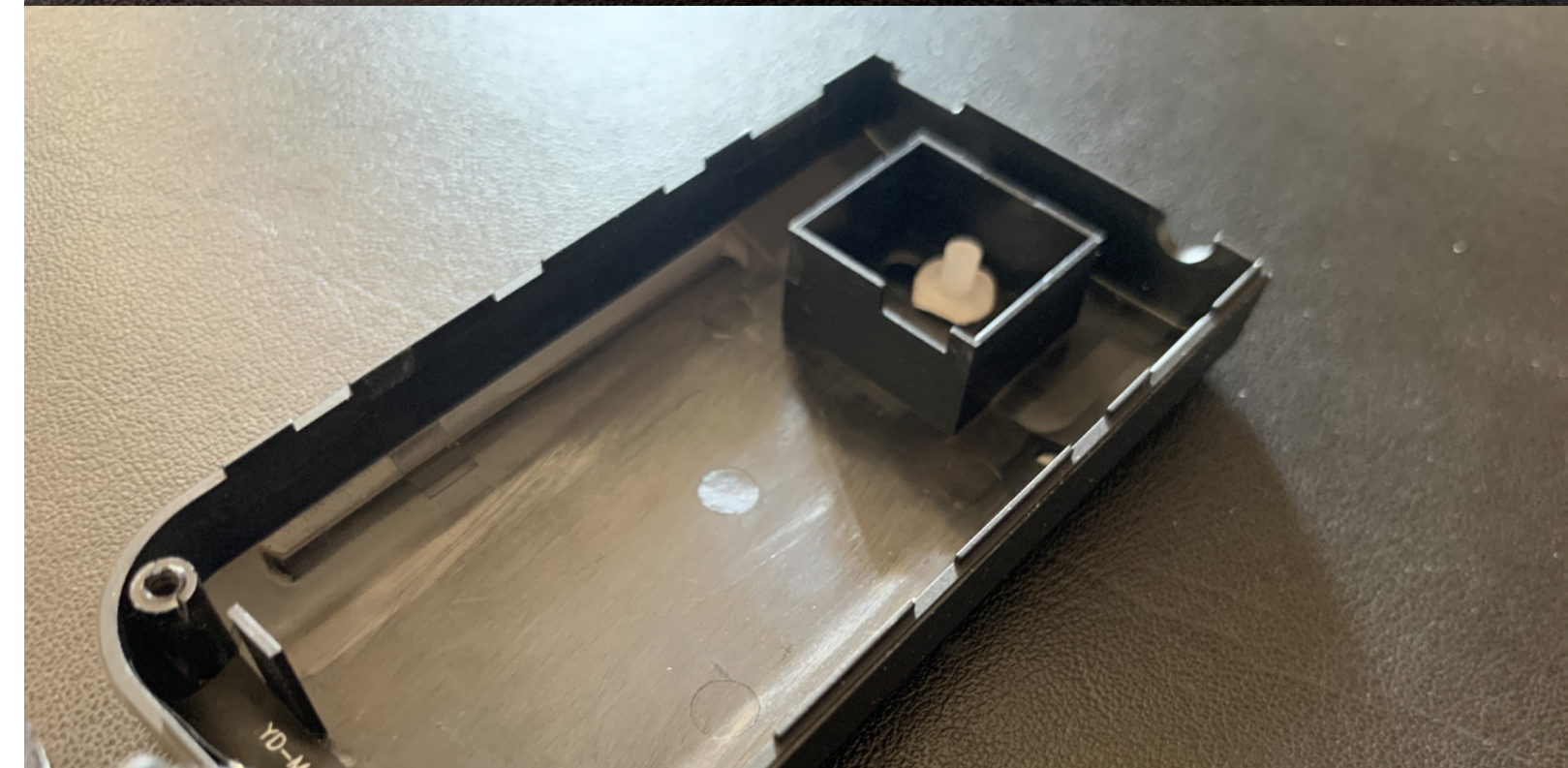
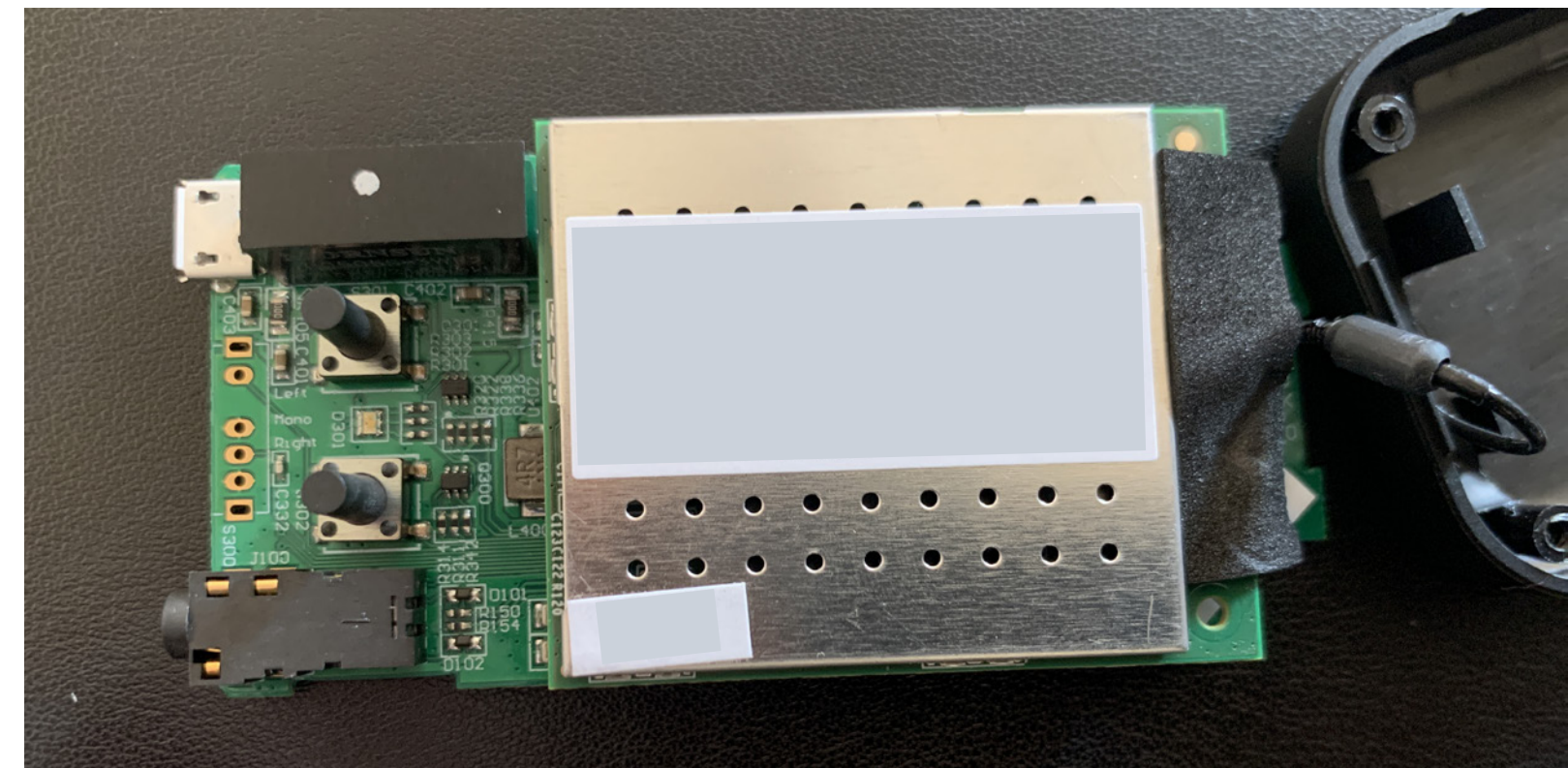
BUTTONS, TEXTURES & SHAPES

The device should follow a long-term design logic, ensuring compatibility with both past and future speaker models



PROTOTYPING

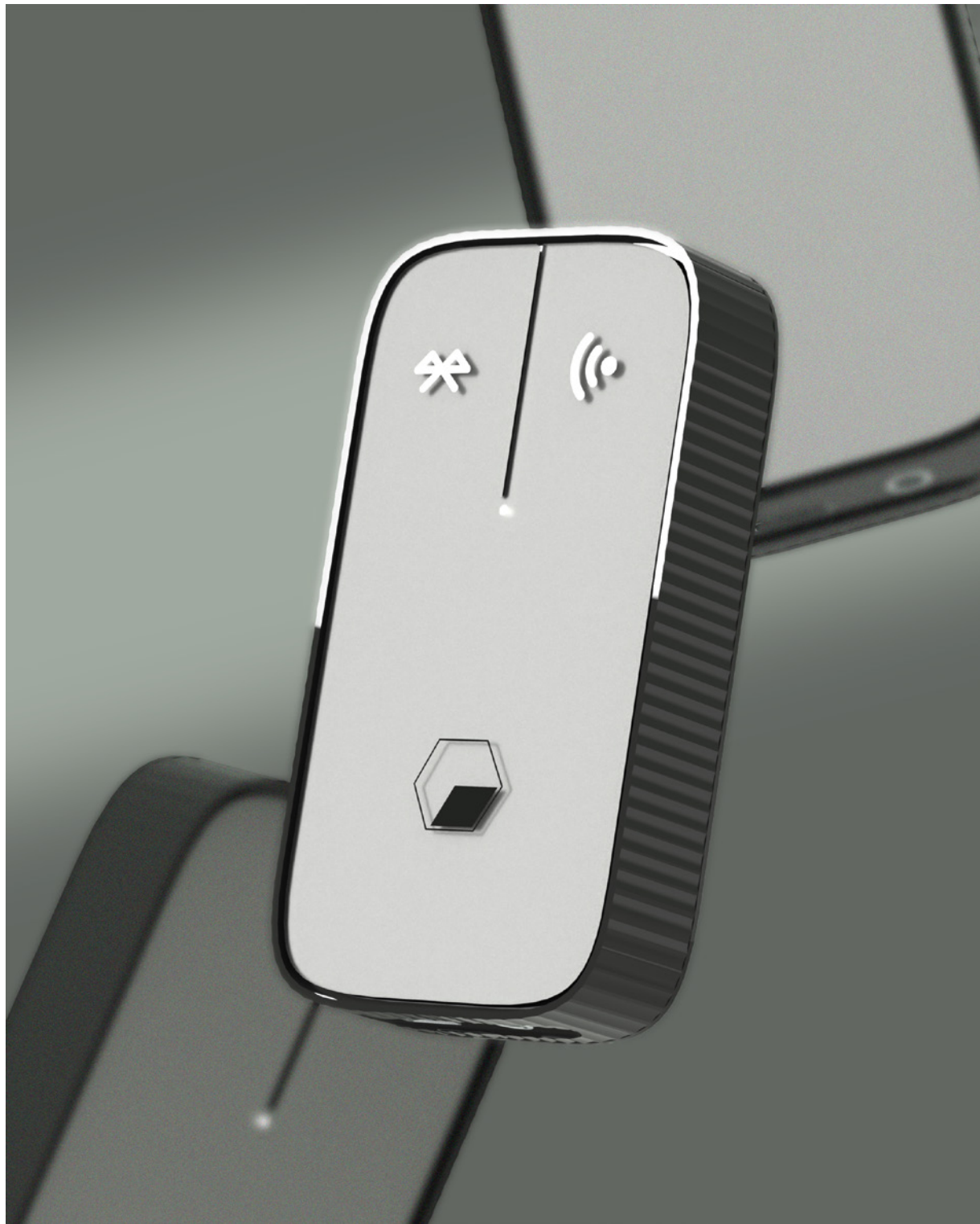
After several development stages to create our own electronic design, we decided to switch to an off-the-shelf technology.



The project is ongoing.
Concept 1 was chosen to move forward.



CONCEPT 01
Rectangular shape with a design inspired by La Boite Concept's PR product lines.



CONCEPT 02
Glassmorphism shapes highlight La Boite Concept's evolving technology. Rounded corners emphasize grip and adaptability to different devices.



CONCEPT 03
Dual-material design conceived for rapid and cost-effective production of upgraded technology, aligned with the capabilities of our main casing supplier.

SHARE IT

With the rise of algorithm-based selection on music platforms, our relationship with music has changed. In most cases, only one person is connected to the speaker and controls the music in a shared domestic space or small group setting.



How can we rethink group interaction through music in shared spaces ?

TYPE OF PROJECT	VARIANT OF MASTER DEGREE PROJECT
DURATION	2 MONTHS
ROLE	STUDENT DESIGNER



DESIGN SYSTEM

This project was imagined to fit perfectly within the dynamics of the audio economy, where each user brings value to the system — and receives something in return.



HOW DOES IT WORK ?

Share It is an audio accessory that allows users to create collaborative playlists and play music-based games.

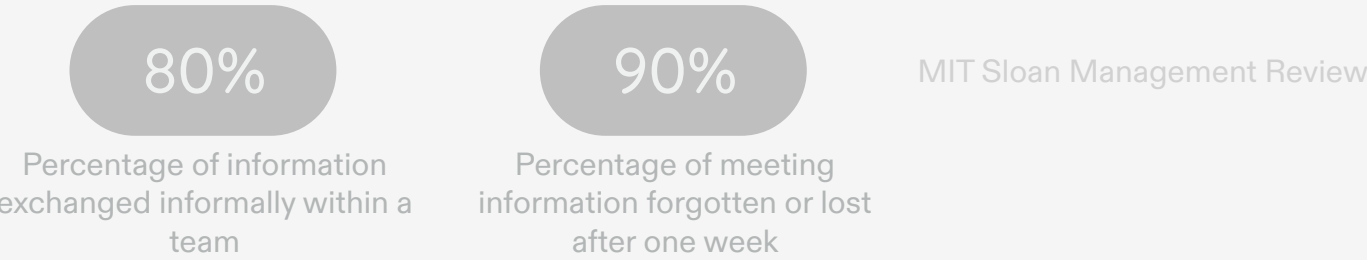
It enables the development of organic playlists that reflect the musical tastes of a group or couple, enhanced by algorithmic suggestions.

Users simply send their music to the cube to contribute to the shared experience.



TOTEMO

Most information exchanges within a work team happen during informal or non-conventional moments. Since COVID, many companies have been rethinking their workspaces to better adapt to new work attitudes and hybrid practices.



How to reduce information loss and encourage professional exchanges in a workspace ?

TYPE OF PROJECT	BACHELOR FINAL PROJECT
DURATION	1 YEAR
ROLE	STUDENT DESIGNER



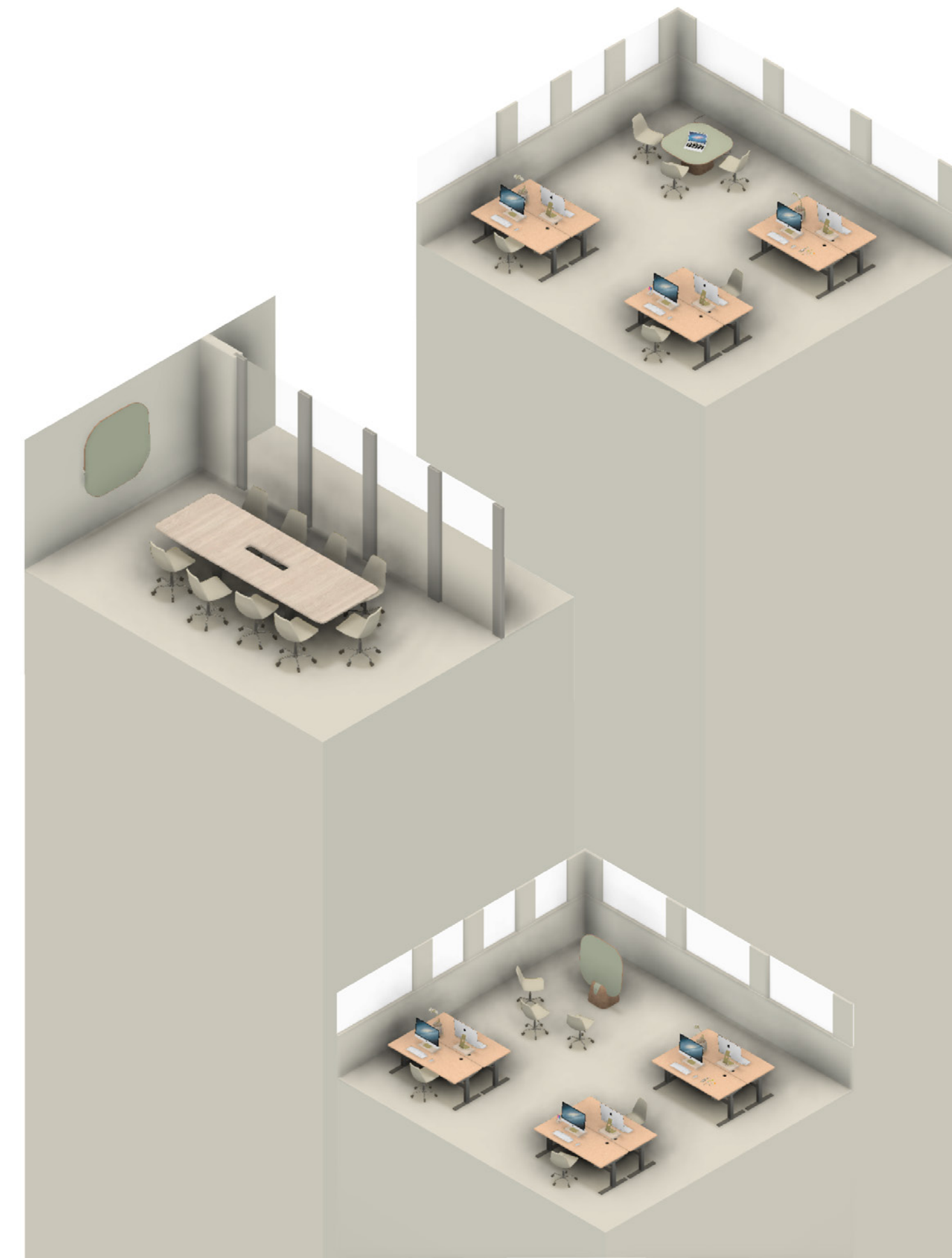
CONCEPT

Totemo is a modular, quick-assembly piece of furniture designed for note-taking. It functions as a coffee table where workers can discuss projects and can be transformed into a mini canvas to demonstrate ideas.



POSITIONING

Totemo fits into the living area of the workspace. It allows quick note-taking on a coffee table surface, can be transformed into a canvas, and easily moved to the meeting room.



Test

Tests and prototypes were conducted to determine the optimal height of Totemo.
A screw was added to adjust the height, allowing easier access for people with different needs to gather around it.



PROTOTYPE

WHITEBOARD CANVAS

PEN DOCK

POWER EXTENDER

ADAPTABLE SCREW



SOLO

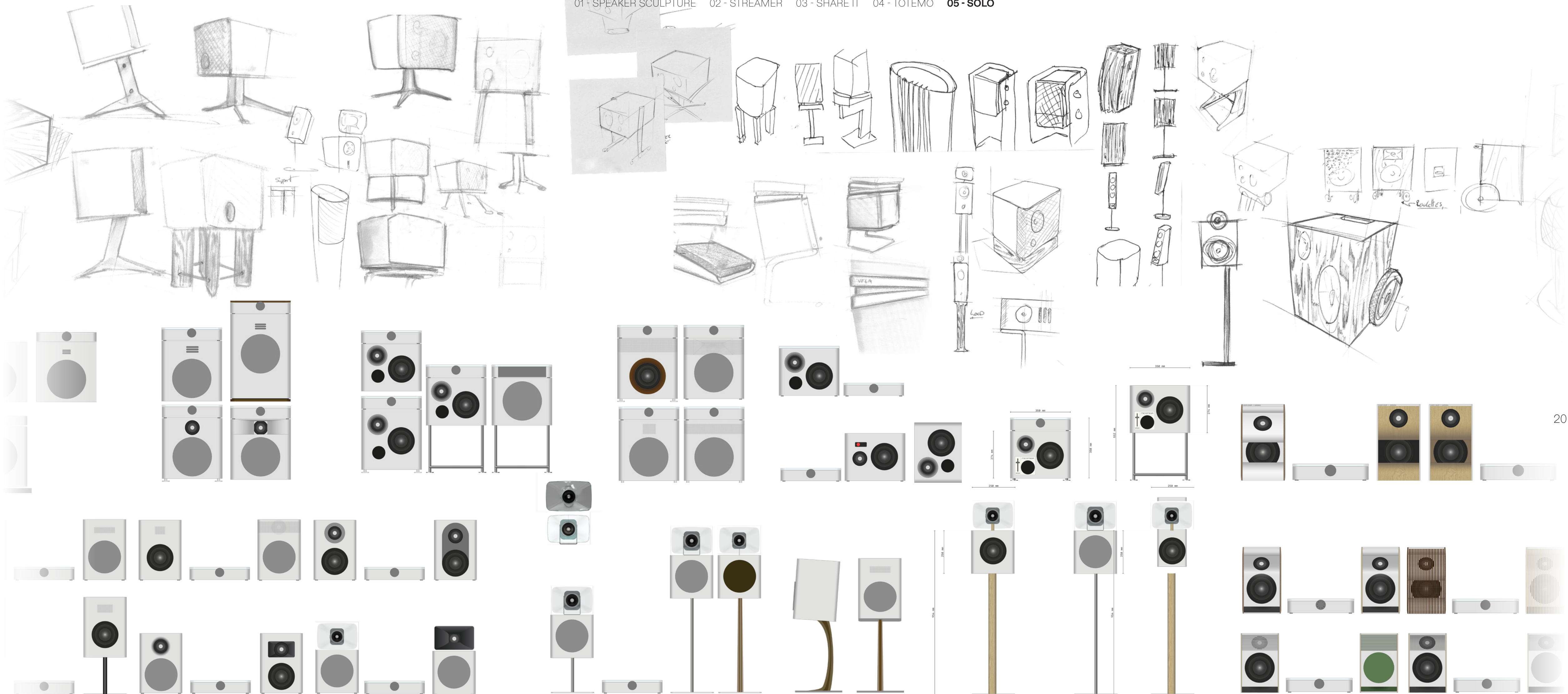
After the company acquired Micromega — a renowned and respected French audio brand — my mission was to design a speaker that perfectly complements their new audio amplifier. This new speaker pair will be equipped with the TWZ tweeter and woofer, both developed by La Boite Concept.

How to design a speaker that revitalizes an established brand and brings it back into the spotlight ?

TYPE OF PROJECT
DURATION
ROLE

APPRENTICESHIP
2 YEAR
LEAD DESIGNER





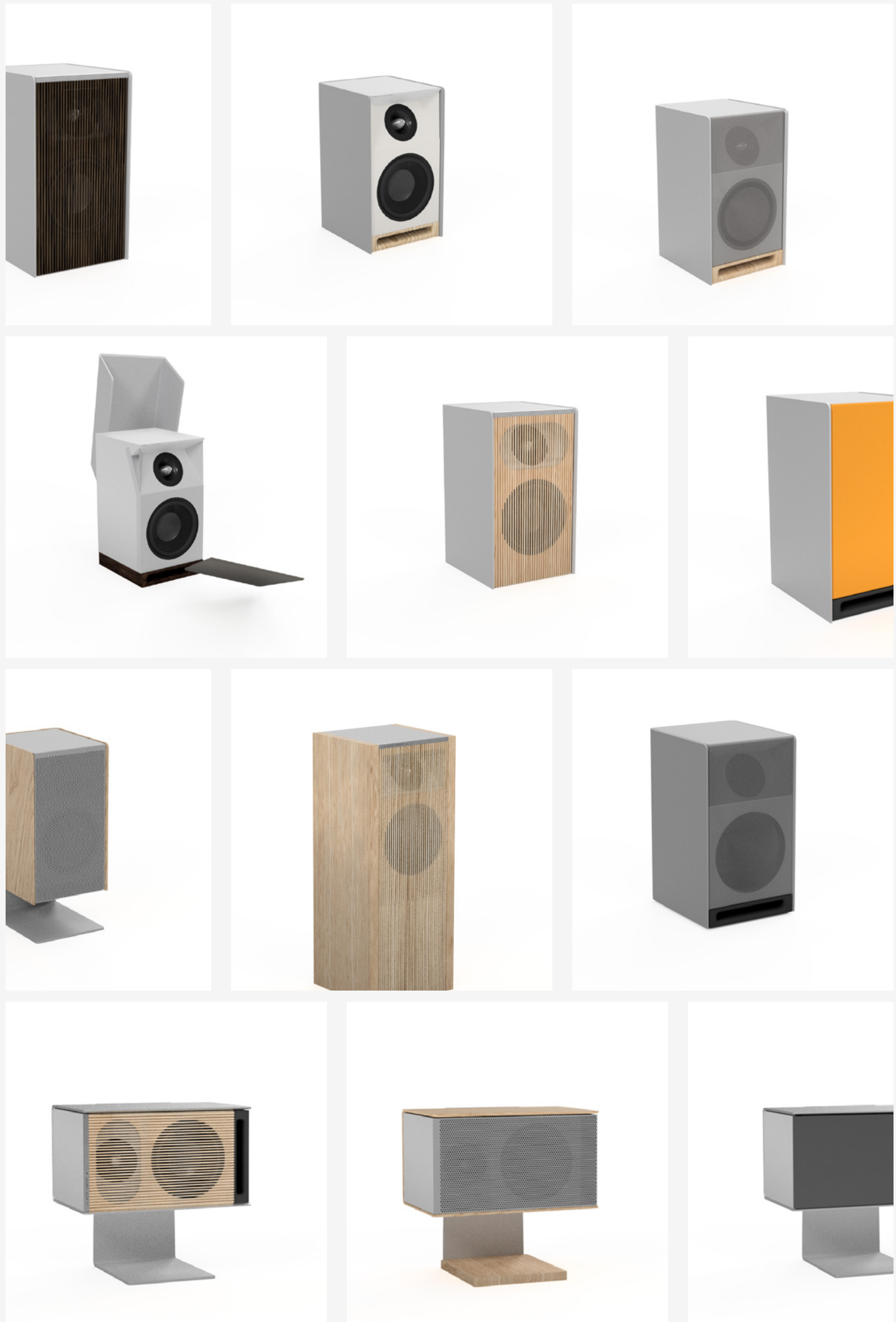
VISUAL RESEARCH

For this project, I decided to carry out a large part of my research through 2D drawings. This allowed me to move forward quickly and gain a strong understanding of the speaker's graphic dimensions.



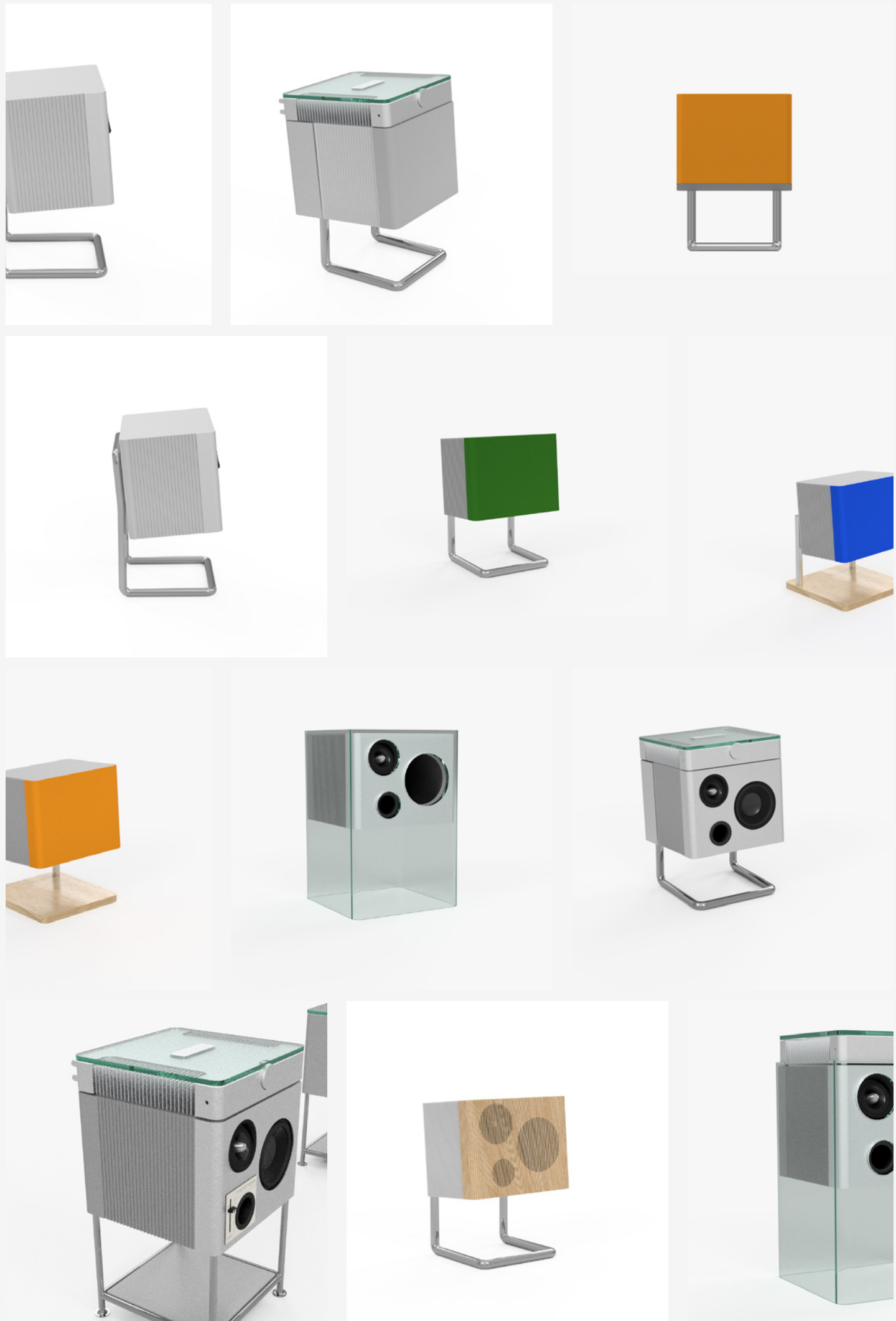
CARDBOARD PROTOTYPE

To validate the initial volumes, I decided to explore the three speaker concepts at full scale.



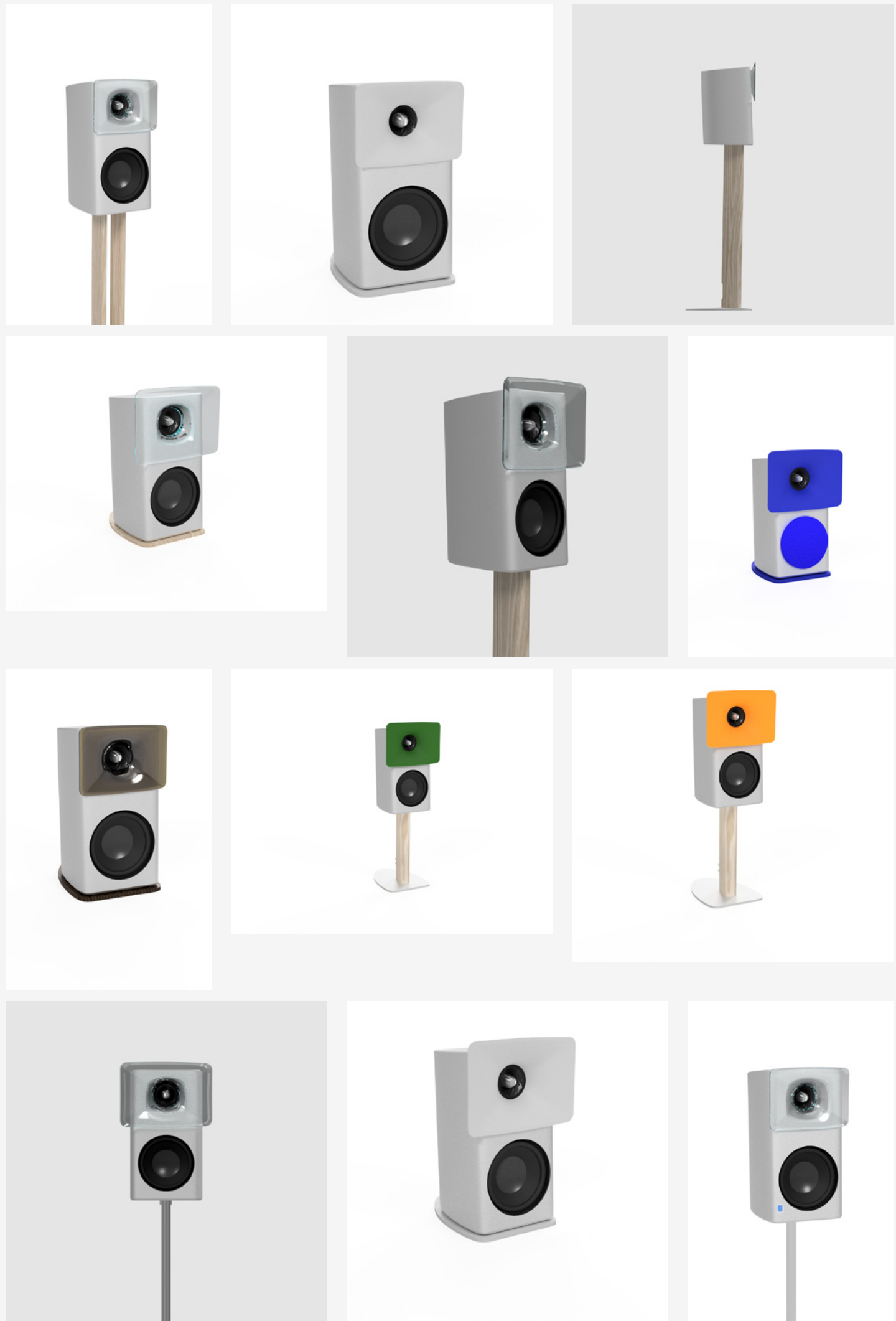
CONCEPT 01

200×350 mm
With horn tweeter and angled panels for high frequencies.



CONCEPT 02

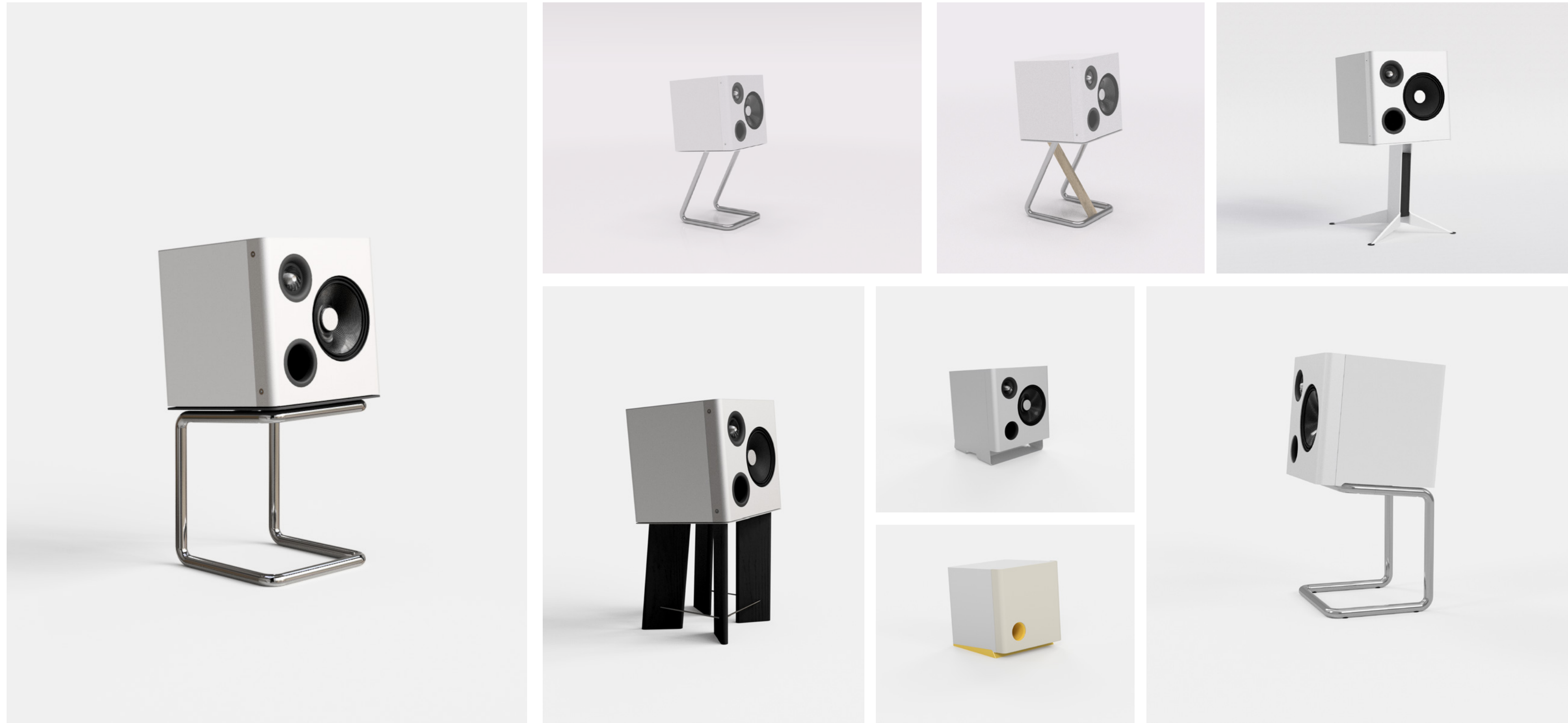
350×350×350 mm
Cube concept



CONCEPT 03

200×350 mm
Design integrates a horn tweeter concept.

LEGS IDEATION



Concept 2 was selected as the shape for our new speaker. The next step was to design durable legs, angled at 5° to optimize high-frequency dispersion.



RAPID PROTOTYPING

Before producing any physical prototypes, I decided to refine the design shape through visual prototyping.

This respected the factory's tube sizes and exact corner radius.

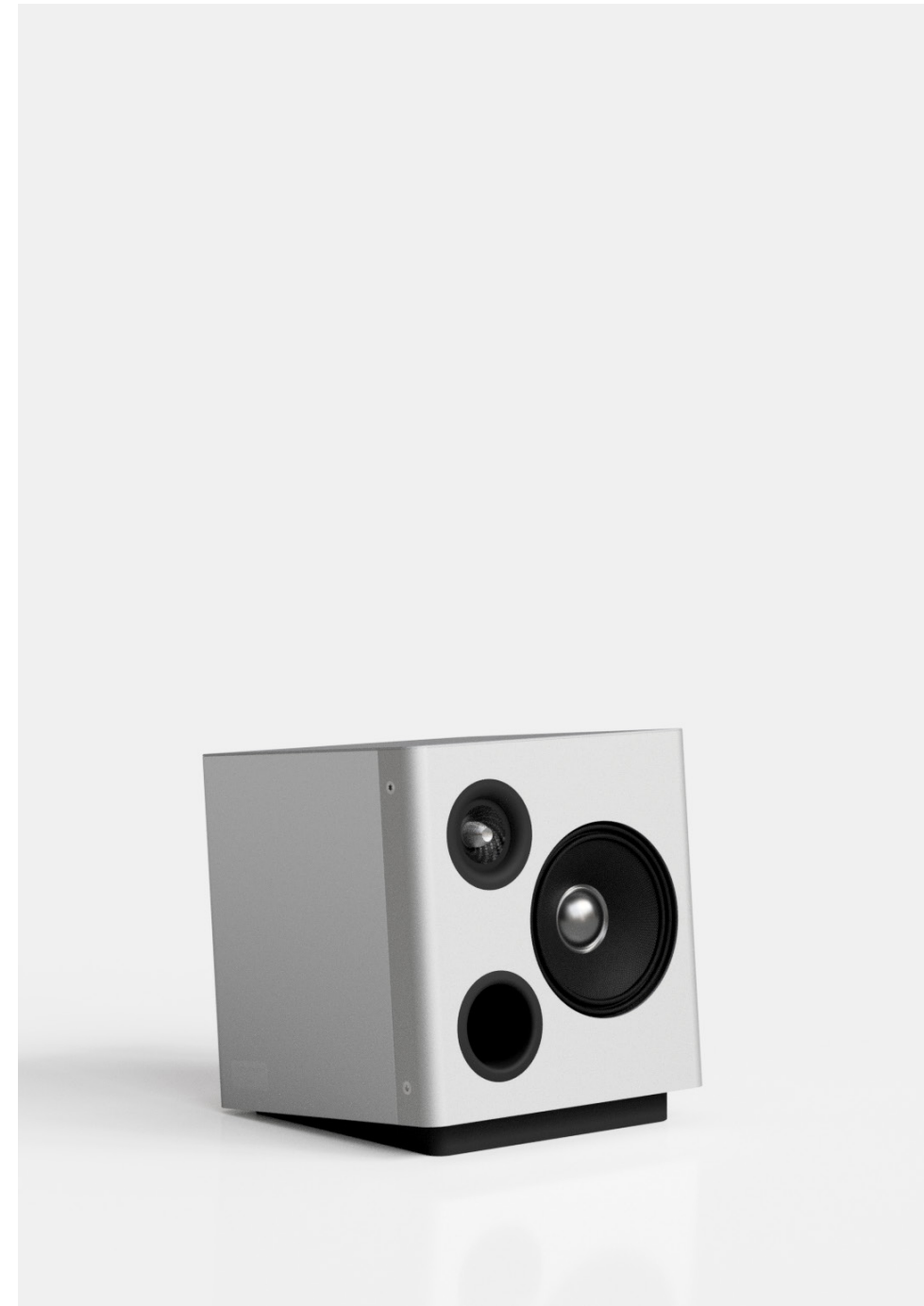
The prototypes were visualized using virtual reality and cardboard models.

VERSIONS

Concept 2 was designed to embody La Boite Concept's DNA by integrating a bundled speaker, amplifier, and vinyl turntable. These four versions demonstrate different assembly possibilities for the speaker. Note that only one speaker is shown, but it is always used as part of a pair.



Amplifier stack
Aluminum grille



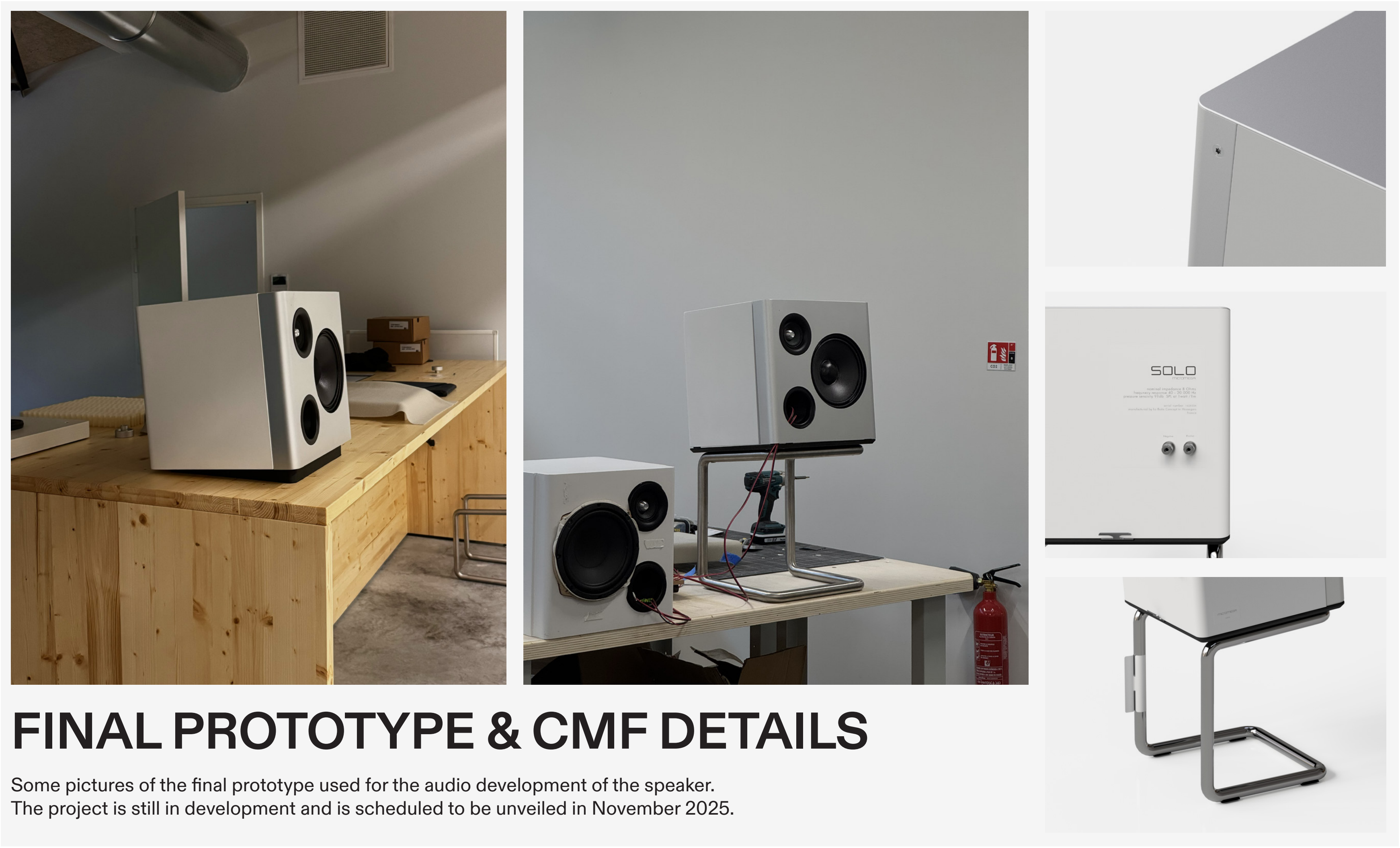
Low speaker plinth
Aluminum grille



Spring suspension turntable
Fabric speaker grille



Foam suspension turntable with VEJA
Aluminum grille



FINAL PROTOTYPE & CMF DETAILS

Some pictures of the final prototype used for the audio development of the speaker.
The project is still in development and is scheduled to be unveiled in November 2025.



LET'S WORK TOGETHER !

+33 6 66 68 79 06
hello@eliothouis.com

More projects here
eliothouis.com