Hafiz Onitolo

Product Designer

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I am a multidisciplinary creative, product designer, researcher, facilitator. I am interested in using art and design to tell stories and push the bounds of traditional industrial design. Developing creative, sustainable objects and spaces that explore form and push function-creating experiences. I am looking to work for businesses and people that value community, sustainability and where I can gain experience in a number of fields.

EXPERIENCE

2024-Present| Director for Youth and Diversity at Think&Do

- Strategic leadership at Think & Do, a climate and social action organization in Camden, focusing on community inclusion and creative engagement.
- Overseeing operations, accessibility initiatives, and project development, ensuring diverse voices shape decision-making.
- Attending quarterly board meetings, guiding key staff, and volunteering at community events to support grassroots impact.

2024-2025 | Beeline Boxes Project Manager at Think&Do

- Leading three iterations of Beeline Boxes, designing and installing 270
 planters with residents across three Camden estates to foster community-led
 placemaking. Improving urban biodiversity and providing over a 1000 edible
 herb plants.
- Managing all aspects of the project, including stakeholder coordination, design, budgeting, logistics, and creative engagement to support inclusive participation.
- Facilitating hands-on workshops with residents and local councils to build social connection through collaborative, nature-based design.

2024 | Design Intern - Studio Toogood

- Assisted in the design and production of art pieces, luxury furniture, interiors, and material explorations. As well as consulting for fashion team.
- Supported prototyping, research, technical sheets and hands-on making for various studio projects such as commercial products and design shows in London, Milan and the Netherlands; over a 6-month period.

2023-2024 | Designer/Maker Studio Intern - Fernando Laposse

- Spent 6 months in Mexico City, designing and producing furniture and textiles.
 Applying problem-solving, 3D modelling, and hands-on making to craft meaningful objects. Working with Indigenous local community of farmers.
- 3D modelled and rendered a range of design objects for varied uses including technical, models for manufacture to visual storytelling and illustrations for publication.
- Managed all 3D printing in the studio, primarily for a large-scale installation.
- Assisted in installation planning and logistics for international exhibitions

2022-2023 | Accessibility Lead and Mentor - Cor: Creative Mentorship

- Provided mentorship and university application support to students from disadvantaged backgrounds, empowering marginalized voices in creative fields and to reducing barriers to higher education within minority communities.
- Led collaborative community-focused art projects, promoting social connection through making.
- Organized and facilitated design workshops, including one for 'Attract' at the Royal Academy, emphasising inclusive creative spaces.

2023 | Participant - Global Design Initiative

- Collaborated on a community-driven design project in Tokyo, conducting primary research and co-developing solutions with local residents.
- Worked in a multidisciplinary, international team, refining co-design and facilitation skills.

2021-2023 | Bar Supervisor - The Colonel Fawcett

EDUCATION

Central St Martins (UAL), 2020-Present

BA Hons Product and Industrial Design (in progress due to graduate in 2025) Level 3 Foundation Diploma in Art and Design: Distinction

Hammersmith Academy 2018-2020

A-Levels: Design Technology, Mathematics, Physics

ACADEMIC

2021

Course Representative

2023

Design Lexicon Workshops

Helped in producing new pedagogical recourses for UAL.

2023

Design Against Crime UAL

Completed training to teach design to prisoners.

CERTIFICATIONS

2023

NSPCC SEND

(Safeguarding/Accessibility Course)

Training on safeguarding children and young people with Special Educational Needs and Disabilities

SKILLS

Project Management,

Creative Direction,

Adobe Creative Suite,

Microsoft Suite,

Solidworks,

Google Sketchup,

Rhino 3D,

Sketch modelling,

Prototyping,

Drawing,

Workshop (wood, metal, plastic),

Primary and Secondary Research (visual and ethnographic focus),

Photography.

Narrative Building,

Critical, Explorative, Holistic and

Speculative thinking

References and portfolio available upon request

2019-2021 | Supervisor and Graphic Designer - Bears Ice Cream Company