HANNAH

Hannah Petra Bonjer March 10th 1981 Dutch



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From being a motivating leader for a design team to working as a hands-on designer within a larger team, from project manager to strategist and from an analytic researcher to creative director, I am equally confident in a range of roles.

My managerial skills add value to my creative abilities.

I understand the system and value empathy. I work expertly in different media, on complex assignments, aiming to create meaningful concepts and well-structured, applicable solutions with systematic clarity, simplicity and precision.

WORK

2015 - <u>Thonik, Amsterdam</u> present Project manager and art director

I am responsible for the daily management of national and international projects and art direction of the designs.

Responsibilities: Initiating new business; accommodating, monitoring; adapting planning and budgets; acting as main contact for clients, directors and design team; coordinating and supervising the project team; managing print production and day-to-day studio activities.

2006 - <u>Studio HNNH, Amsterdam</u> present Founder and freelance (graphic) designer

Company: Studio HNNH is a studio for visual communication that aims to create meaningful and conceptual visual solutions with clarity, simplicity and precision. It specializes in way finding, textile and printmaking, taking on challenges, from visual solutions to strategic brand positioning.

Responsibilities: Leading, managing and designing projects from A-to-Z in variety of creative fields. Working on my own business has allowed me to create meaningful dialogues with colleagues and clients, resulting in long lasting relationships.

2009 – <u>Bureau Wijkwiskunde, Amsterdam</u>
 2012 Founder and creative director. Share sold end 2012.

Company: Founding Bureau Wijkwiskunde was a natural development after the successful creation of a unique methodology and visualization tool for a project of HNNH. The methodology helps visualize the qualitative and anthropological research conducted in problem neighbourhoods. Hard-to-understand concepts such as 'image' and 'identity' are redefined and discussable.

Responsibilities: Presenting to and communicating with a wide range of clients, such as city councils, government, housing companies and welfare organisations; strategy development and research; recruiting and managing team members; leading the team of anthropologists; designing and art directing the visualisation of our advice and concepts; project and production management.

Clients: Rijksbouwmeester, Woonbedrijf, Municipality of Utrecht and Eindhoven, Ministry of Infrastructure and Water Management

EDUCATION

2003 - Design Academy Eindhoven
 2006 Bachelor in Visual
 Communication
 Graduated Cum Laude.

2000 - Technical University Delft
 2002 Propedeuse Industrial Design
 Finished foundation year successfully in first year.

1994 - Athenaeum (A levels)
2000 de Vrije School, The Hague
Dutch, English, Mathematics
B, Physics, Chemistry,
History, Drawing and
History of Arts

2010 Research Masterclass
Sandberg Instituut,
Amsterdam
A master class (A level)
in which multidisciplinary
teams worked on concepts
for the application of new
media. The teams developed
their own research questions.
After four months the
outcomes were presented.

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PRIZES & NOMINATIONS

2011 Winner Overijssel
Heritage Design Awards
Both Public and Jury prize
for a pattern design, developed into a Dutch tea towel

collection.

2006 Startstipendium

Subsidy of Fonds BKVB,

Amsterdam

2006 Graduation Work

was nominated for various

prizes

Please refer to hnnh.nl

SKILLS

Dutch (native) English (fluent) Italian (basic)

Mac:

Adobe Creative Suite, Microsoft Office.

Full, clean Dutch driver license

INTERESTS

Cross fit, jogging, yoga, architecture, photography and fashion, delicious food, walking at the beach

CLIENT SELECTION

Design Academy Eindhoven, Trudo, Forbo flooring BV, Power Station of Art (China), Hyundai Department Store (South Korea), University of Amsterdam, Amsterdamse Hogeschool voor de Kunsten and Technical University Delft. ING ("LABminds"), Holland Casino, City Council of Eindhoven. And many more...

WORK

2011

2009 - Freelance creative consultant

Independent creative consultant for clients in the design and commercial domains. As a consultant I enjoyed combining intuition and analytical skills to support and service various companies in order to find solutions to their challenges and questions.

Responsibilities: Co-creating (future) strategies; developing design-driven solutions; connecting with people and generating enthusiasm within the project team; asking the right questions; listening and analysing the situation; providing quick response and reflections during the session.

Clients: ING ("LABminds"), Holland Casino, City Council of Eindhoven and magazine Items.

2006 <u>Dutch Design in Development, Nepal</u>

Developmental work in Kathmandu, 2 months

Project: How to get the traditional woven fabric 'Dhaka' ready for the export to the European market. The Dhaka is made by women in different villages in and around Kathmandu, all brought together by the investor Kalamandir (the client). Each woman has her own pattern, passed down from generation to generation.

Responsibilities: understanding the weaving process and production through field research; identifying and signalling primary needs of adjustments of the Dhaka in order to export; identifying and helping overcome cultural differences between client and European fashion market, such as colour and fabric differences; pattern design updates; colour pallet development for European textile markets; documentation of the results. My updated patterns are also being used in prints for the sustainable and fair trade fashion brand Studio Jux.

2006 <u>Viktor & Rolf, Amsterdam</u>

Internship shoes and accessories department, 5 months

At Viktor & Rolf I worked on the shoes of the haute couture show of Paris Fashion Week: high heeled clogs, in 4 different patterns.

Responsibilities: Concept development of the 'shoes' in the design team of Viktor & Rolf, hand making the first samples of wood, creating the ideas to make them wearable; designing patterns; organization the production of the clogs throughout Holland; managing the fitting process of the models in Paris.

Additional responsibilities: textile patterns; making colour selections for ties and scarves; designing shoe heels

2005 <u>United Nude, Guangzhou, China</u>

Internship in footwear and accessories, 6 months

As graphic designer, I was part of the creative team of United Nude in Guangzhou (China), a world leader in architectural footwear and accessories by the architect Rem D Koolhaas, together with Galahad Clark (a seventh Generation shoemaker).

Responsibilities: Visual design for the website and animations; development of visuals such as post cards, booklets, shoe box packaging; support concept development for the fashion and shoe designs through the reinterpretation of an architectural object.