# PORTFOLIO 20 25

Sanyaolu Kolawole

Industrial Product Designer | Project Manager | Front-end Developer





#### **ABOUT**

I'm a Project Manager, Front-End Developer, and Industrial Design Engineer with experience in the automotive and medical industries. I speak English and am learning Dutch (B1).

#### **EXPERIENCE**

PROJECT MANAGER	INDUSTRIAL DESIGNER
Rediones	Waag
Jan 2023 - Present	Sep 2021 – Jan 2022
INDUSTRIAL DESIGNER	PROJECT MANAGER
Music Dementia Technology	Wildwest
Nov 2023 - Apr 2024	Mar 2021 – Jul 2022
BRAND DESIGNER	INDUSTRIAL DESIGNER
Formula Cruiser	Ahrend
Sep 2022 – Feb 2023	Sep 2020 – Feb 2021
INDUSTRIAL DESIGNER	

#### II

Formula Cruiser Feb 2022 - May 2022

#### **SKIILS**

STACK REACT CSS TAILWIND HTML PYTHON GITHUB GIT FIGMA JAVASCRIPT TYPESCRIPT

MANAGEMENT R BUDGETING & COST CONTROL RISK MANAGEMENT SCRUM ASANA AGILE MANAGEMENT STAKEHOLDER ENGAGEMENT TASK PRIORITIZATION JIRA

#### PROJECTS







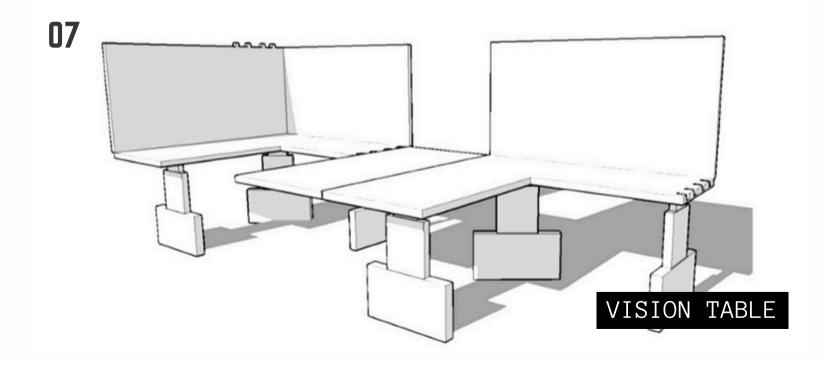


### $M_{usic} D_{ementia} T_{echnology}$

#### MUSIC DEMENTIA TECHNOLOGY

#### PROJECTS







## Rediones

## REDIONES

ROLE: UX/UI & PRODUCT DESIGNER

INDUSTRY: SOCIAL MEDIA







#### THE USER

High school students transitioning to university, university students seeking collaboration and academic support, and internship seekers building connections and gaining professional experience.



Name: Stephen Adekunle

**Age:** 21

Hobbies: Reading, listening to music, playing cheese

#### PROBLEM

Traditional social media platforms do not adequately address students' unique academic, emotional, and social needs. A specialized platform like Rediones that supports students' transition, collaboration, and growth is needed.

### **PAIN POINTS AND CHALLENGES**



Information Coll Gaps B

#### **DESIGN BRIEF**

Build a student-focused social media platform that transforms how students collaborate, network, and grow by addressing their academic and personal challenges.





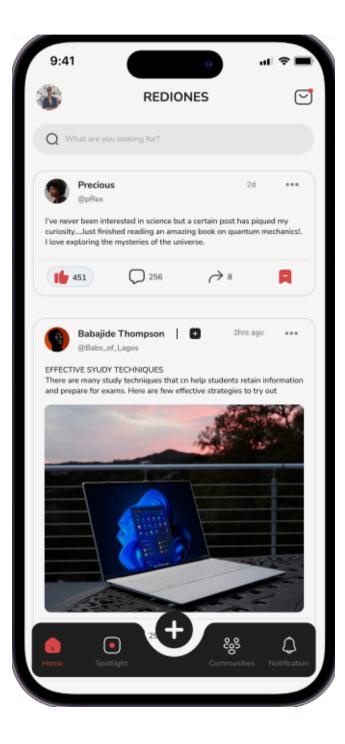


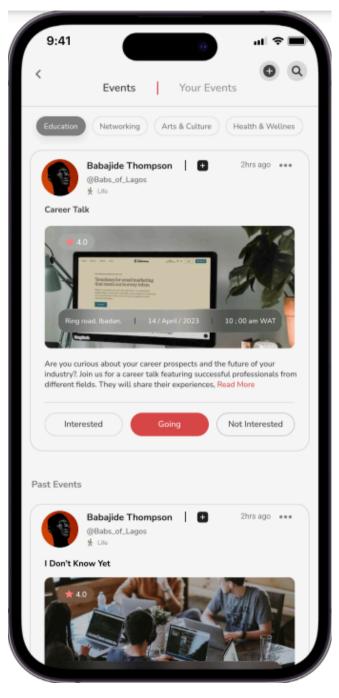
Collaboration Barriers

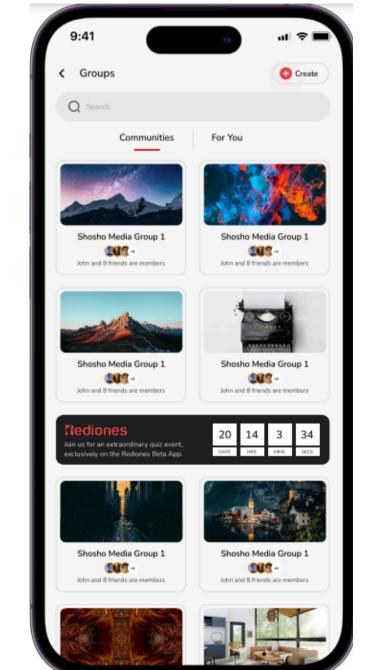
Networking Challenges

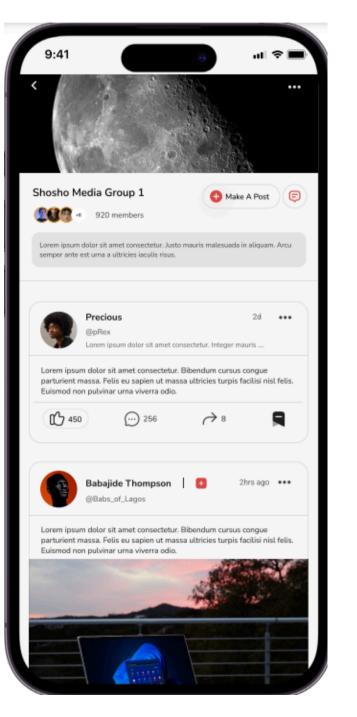
Engagement and Motivation

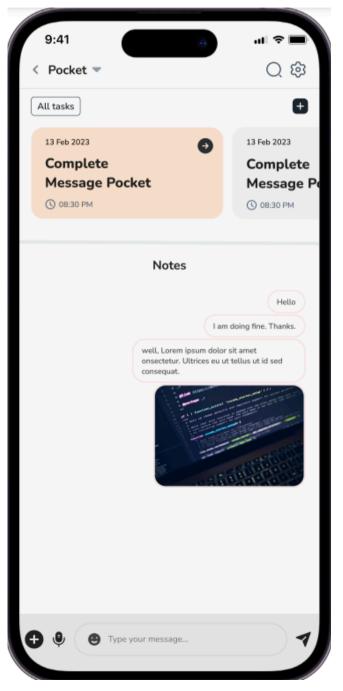
#### SCREENS











#### WHY THIS FEATURES?



peer-to-peer learning and support



Centralized space for academic support



Collaboration on projects



- Networking opportunities
- Hosting activities

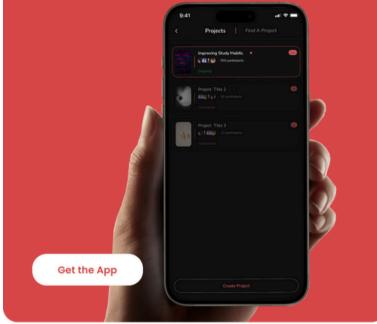


Community-building

Sharing personal stories, tips and achievements

#### **Create Project**

Collaborate with peers on impactful projects, sharing knowledge and dvancing your knowledge.





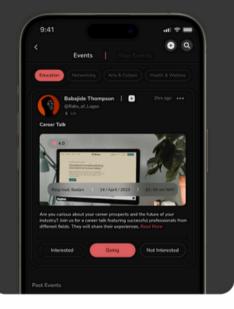
NOTE: The features were selected based on primary and secondary research

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Community
Practice

No academic struggle is faced alone. This space encourages collaboration so everyone can thrive.

#### Events

Host workshops, talks, and performances, igniting the minds of others with your passion and knowledge.





#### Listen with Audio-Verse

Listen to the comment section as an audio stream, similar to a podcast. You can convert text comments into an audio format using text-to-speech technology





## MUSIC DEMENTIA TECHNOLOGY

**ROLE:** INDUSTRIAL DESIGN ENGINEER

INDUSTRY: HEALTH CARE

CLIENT: THUAS RESEARCH GROUP **TOOLS:** 

**DURATION:** 6 MONTHS

RASPBERRY PI PYTHON

#### THE USER

The users are dementia patients, their caregivers, and music therapists. The primary focus is on individuals with dementia living in nursing homes, who interact with the MDT prototype as part of their therapeutic activities.



Traditional therapeutic tools often fail to meet the emotional, cognitive, and social needs of dementia patients, necessitating an accessible and engaging solution like the MDT prototype.

#### **PAIN POINTS AND CHALLENGES**



Name: Jolein Jansen

**Age:** 72

Background: A former accordion player with a family-focused life, who cherishes visits from her grandchildren and walks with her husband.

Accessibility Engagement Issues

#### **DESIGN BRIEF**

Refine the MDT prototype to cater to the therapeutic needs of dementia patients, enhancing emotional wellbeing, cognitive function, and social interaction.





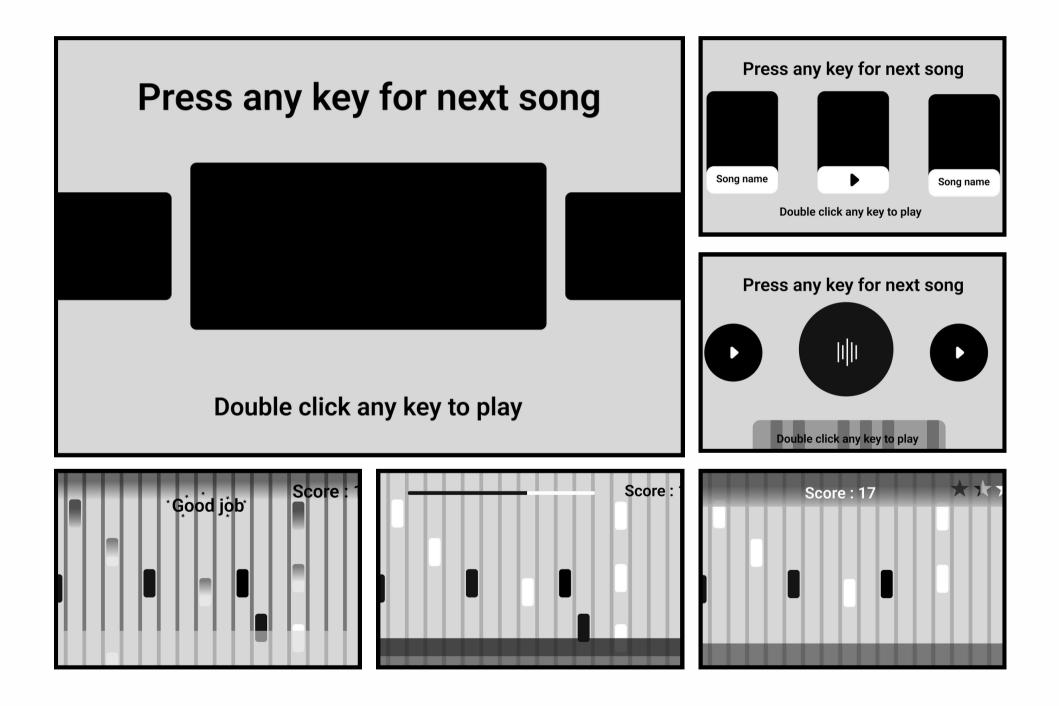
Barriers

Synchronization Problems

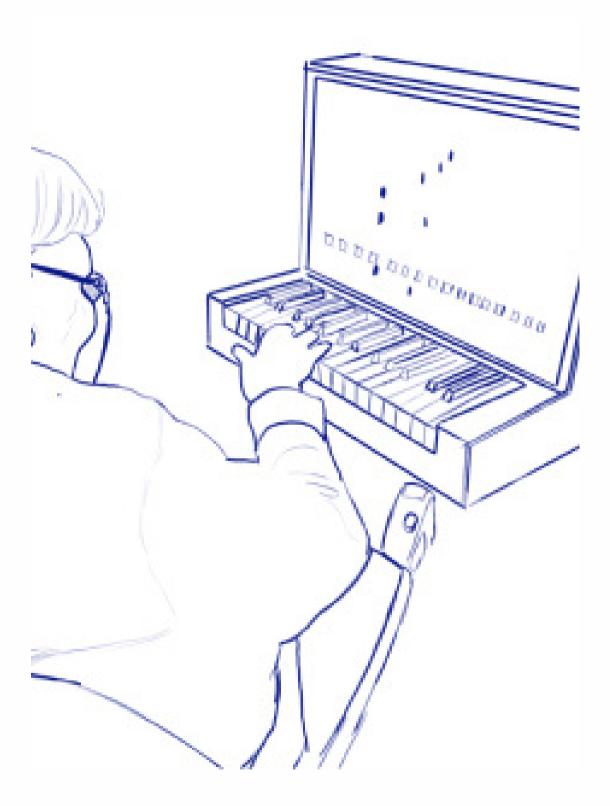


Therapeutic Challenges

#### **IDEATIONS**



#### **PATIENT TESTIING**



#### WHY THIS DESIGN?



Personalization



Independence



Therapeutic Focus



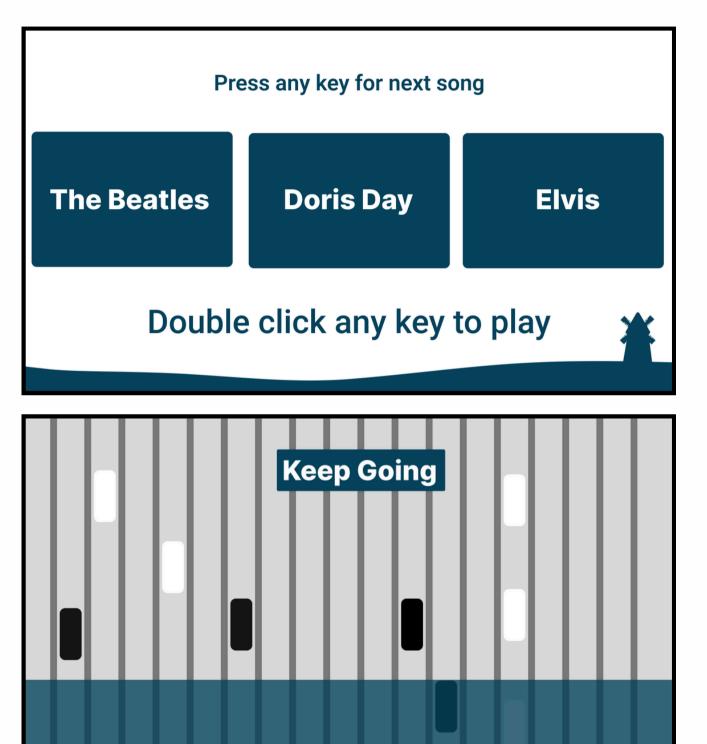
Iterative Refinement



Simple Interface



Inclusive Design





## FORMULA CRUISER HU-2

ROLE: BRAND DESIGNER **INDUSTRY**: AUTOMOTIVE CLIENT: FORMULA CRUISER

**TOOLS:** 

PHOTOSHOP BLENDER

**DURATION:** 6 MONTHS

#### THE USER

The users were the HU2 Formula Student team, sponsors, and competition judges who required a compelling brand identity and a well-defined business case to showcase the project's financial and strategic viability.

#### RESULTS

- Developed a comprehensive business case for the brand by analyzing market trends, customer insights, and competitive landscapes.
- Created visual displays that highlighted potential sponsorship spots on the race car.

#### PROBLEM

The HU2 team needed a cohesive brand identity and a strong business case to attract sponsorship, demonstrate financial viability, and set the project apart in the Formula Student competition.

### PAIN POINTS AND CHALLENGES



Brand Representation

#### **DESIGN BRIEF**

Develop a dynamic brand identity and a comprehensive business case to showcase the HU2 Formula Student project's innovation, sustainability, and financial feasibility.



Financial Justification

**S** 

Resource Constraints

#### **SPONSORS 3D RENDERS SPOTS**









#### **TOP VIEW**





## FORMULA CRUISER HU4

**ROLE:** INDUSTRIAL DESIGN ENGINEER **INDUSTRY**: AUTOMOTIVE

**CLIENT**: FORMULA CRUISER **DURATION:** 3 MONTHS

THE USER

Students aged 18-30 within the 5th-95th percentile range

### **KEY REQUIREMENTS**

- Adjustable components (e.g., pedals) for driver inclusivity.
- Aerodynamic optimization through front/rear wings and the Venturi effect.
- Sustainable materials for non-loadbearing components.
- Compliance with Formula Student 2022 regulations for performance and safety.

#### PROBLEM

Create a Formula Student car that meets ergonomic, aerodynamic, and sustainability goals while adhering to competition regulations.

### **PAIN POINTS AND CHALLENGES**





Aerodynamic Efficiency

#### **DESIGN BRIEF**

Design and develop a Formula Student car (HU4) that completes all event stages while representing The Hague University of Applied Sciences (THUAS).





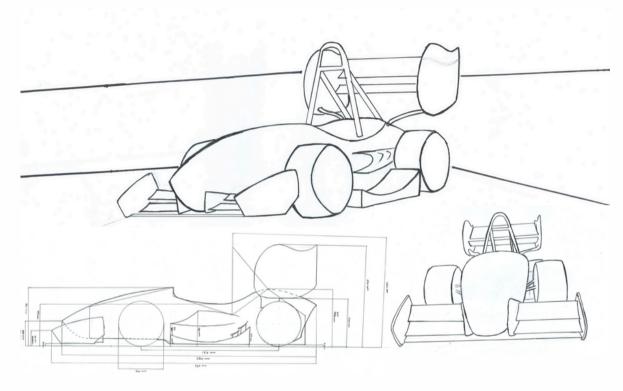
Ergonomic Complexity

Compliance Issues



Material Constraints

#### **IDEATIONS**







#### PROTOTYPING

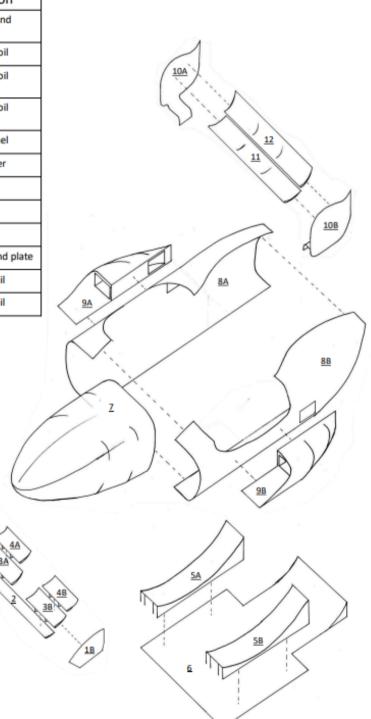






### **EXPLODED MODEL**

Description
Front wing end plate
Front wing foil
Front wing foil
Front wing foil
Venturi tunnel
Floor/diffuser
Nose
Body panels
Air intake
Rear wing end plate
Rear wing foil
Rear wing foil



#### WHY THIS FORM?



Aesthetic Representation



Aerodynamic Excellence



Adjustability



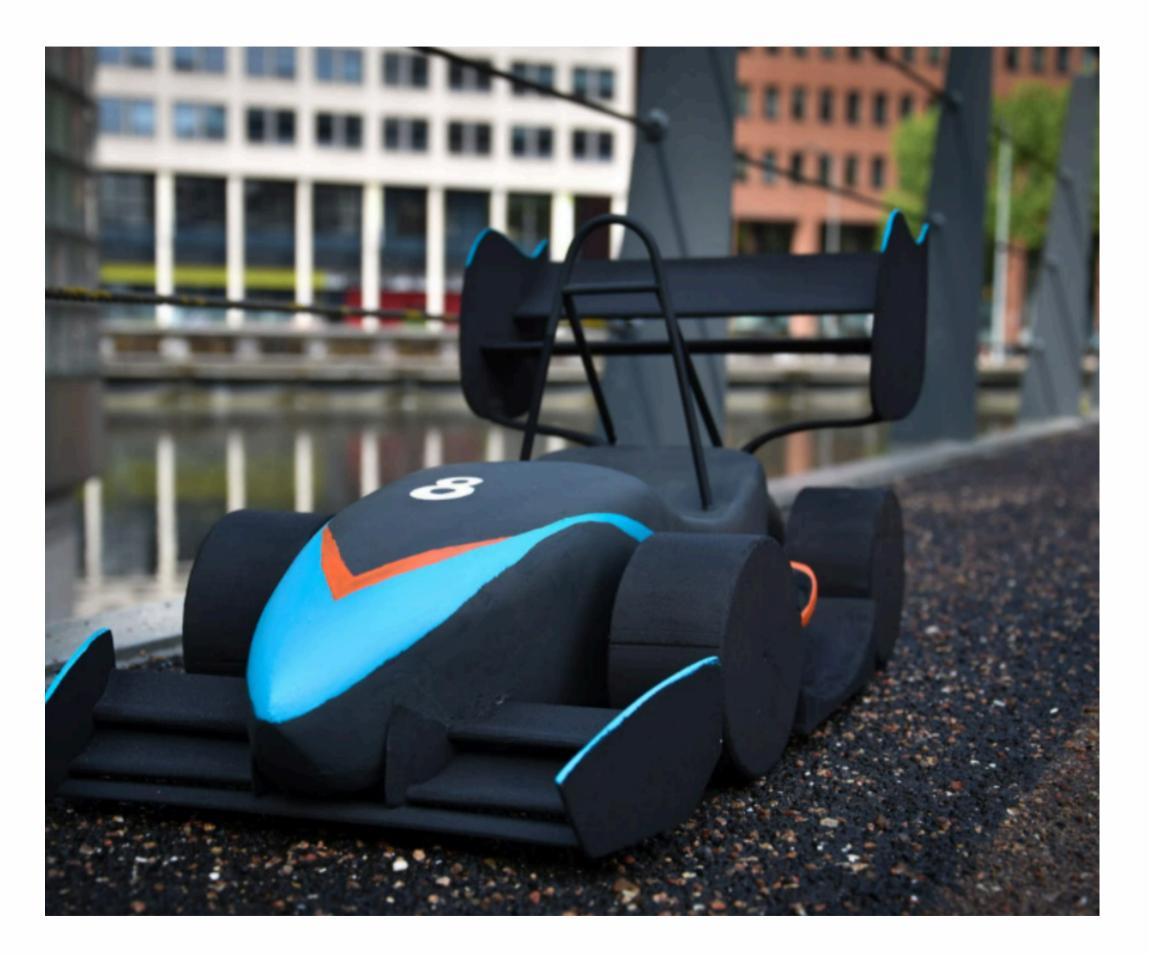
Event-Specific Adaptability



Ergonomic and Safety Focus



Compliance with the FC 2022 regulations





## AIRBOX

**ROLE**: INDUSTRIAL DESIGN ENGINEER **INDUSTRY**: NON-PROFIT

CLIENT: WAAG **DURATION:** 3 MONTHS TOOLS:

SOLIDWORK BLENDER



#### THE USER

The primary users are citizens of North Holland who are concerned about air quality but lack awareness and engagement with the data provided by Waag's Hollandse Luchten platform.

#### PROBLEM

People lack the knowledge, motivation, and tools to engage with and act on air quality data provided by Waaq's platform.





Name: Sophie van Dijk

Age: 27

"

Hobby: Walking her dog

I don't feel educated enough about air quality to know what actions to take.

Low Awareness

#### **DESIGN BRIEF**

Create a creative and inclusive way to visualize air quality data that educates and motivates users.

#### **PAIN POINTS AND CHALLENGES**





Complex Data Presentation

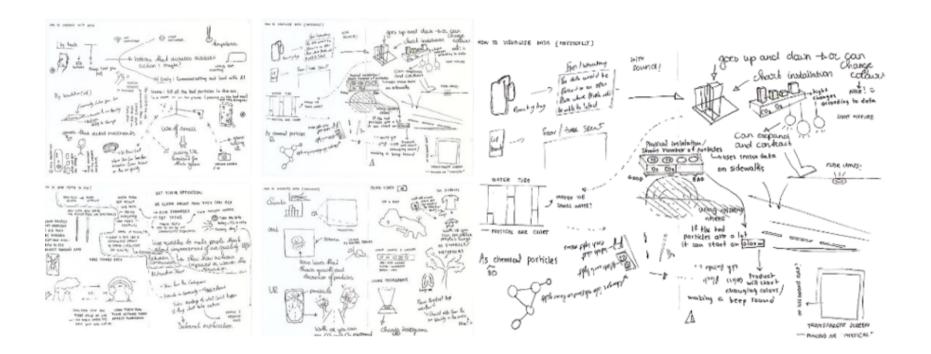
Motivational Gaps



Limited Engagement

#### **IDEATIONS**

#### **3D MODEL**





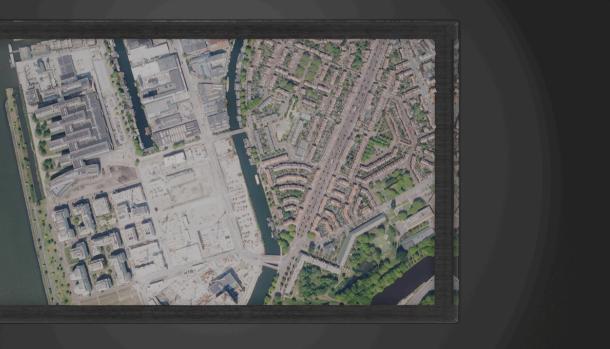












#### WHY THIS FORM?



Educational focus



Visual accessibility



Practical application



Sustainability awareness



Engaging narrative





## WILDWEST

ROLE: CONTENT CREATORINDUSTRY: SOCIAL MEDIAINDUSTRY: SOCIAL MEDIADURATION: 16 MONTHS

EXCEL

TOOLS:

#### WHAT?

This project was an experiment to test the feasibility of a faceless and voiceless content creator, with a goal of having 1000 followers within 6 months.

#### PROBLEM

How to successfully grow a FIFA-focused content channel as a faceless and voiceless creator while leveraging the niche's competitive environment.

#### **PAIN POINTS AND CHALLENGES**





Genre-Specific Competition

#### **DESIGN BRIEF**

Test the viability of a faceless, voiceless content creator in the FIFA genre to measure potential reach and engagement.

#### **KEY REFLECTION**

"I wanted to see how far I could go as a faceless and voiceless creator with a specific genre and a clear audience target."



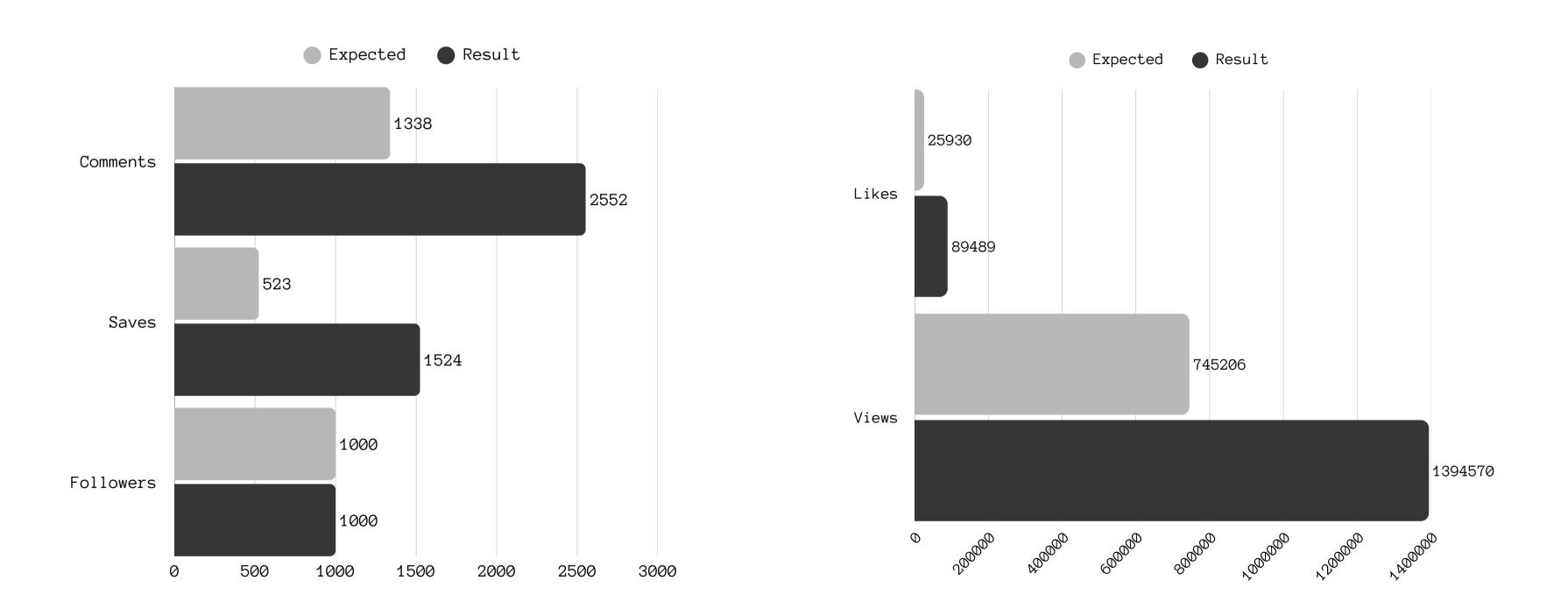


Building an Audience Without Personality

Influencer Persona

Resource Constraints

#### **RESULTS AFTER 6 MONTHS**



#### WHY THE STRATEGY WORKED



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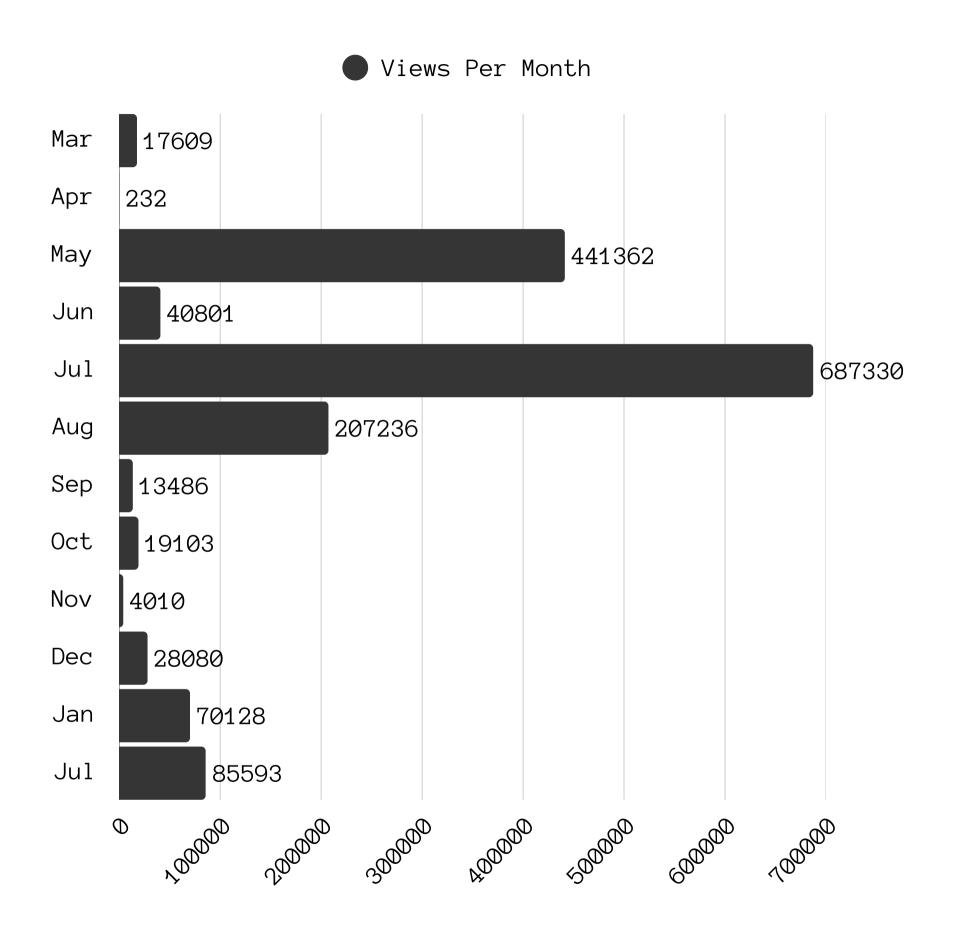
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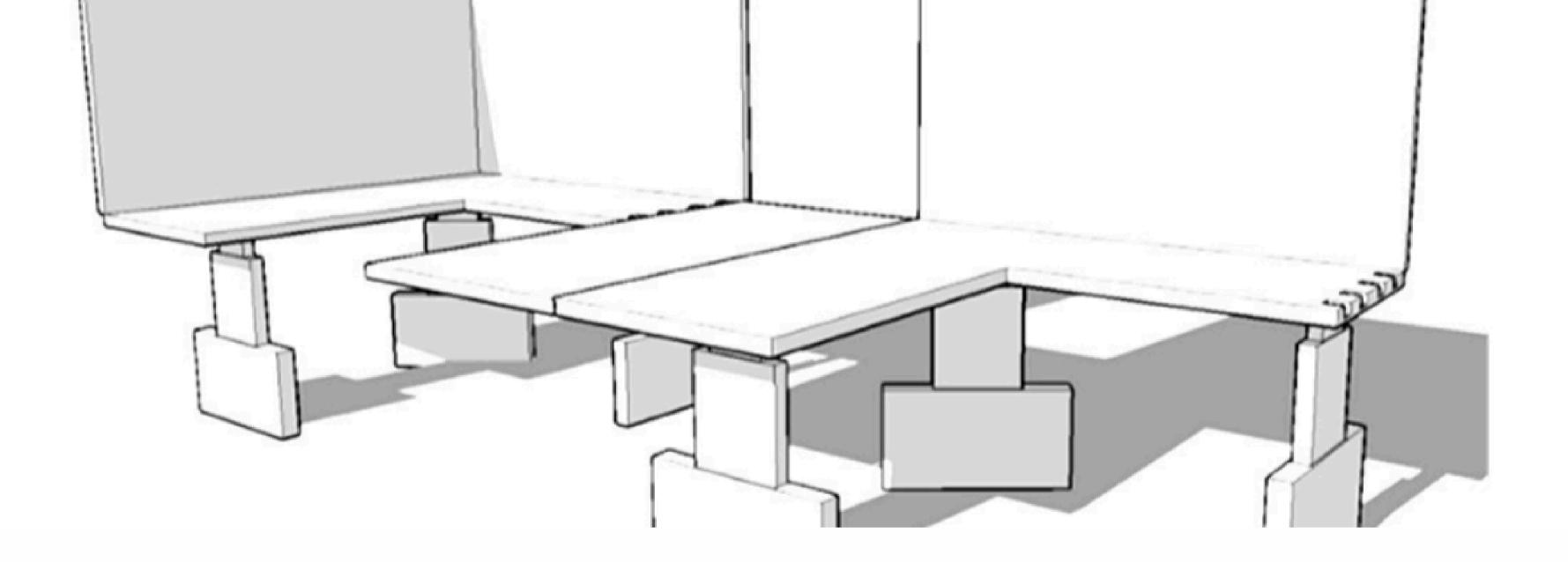
Data-Driven Iteration
Targeted Content
Consistency
Budget-Friendly





Affordable Manufacturing





## VISION TABLE

CLIENT: AHRENDINDUSTRY: FURNITUREROLE: INDUSTRIAL DESIGN ENGINEERDURATION: 6 MONTHS

#### THE USER

The user represents a diverse group of office workers impacted by the COVID-19 pandemic. These individuals struggle with adapting to remote work or returning to office spaces due to various challenges, including social isolation, reduced productivity, and workspace inefficiencies.



Name: Mark Janssen

Age: 34

Work: Web Developer

I don't feel educated enough about air quality to know what actions to take.

#### PROBLEM

The pandemic has disrupted the balance between office efficiency and remote work flexibility, causing reduced productivity for employers and mental stress and workspace discomfort for employees.

### **PAIN POINTS AND CHALLENGES**



Social Isolation

#### **DESIGN BRIEF**

Develop a product to create a safe, sanitary, and comfortable work environment in offices during the pandemic and beyond.





Discipline and Routine

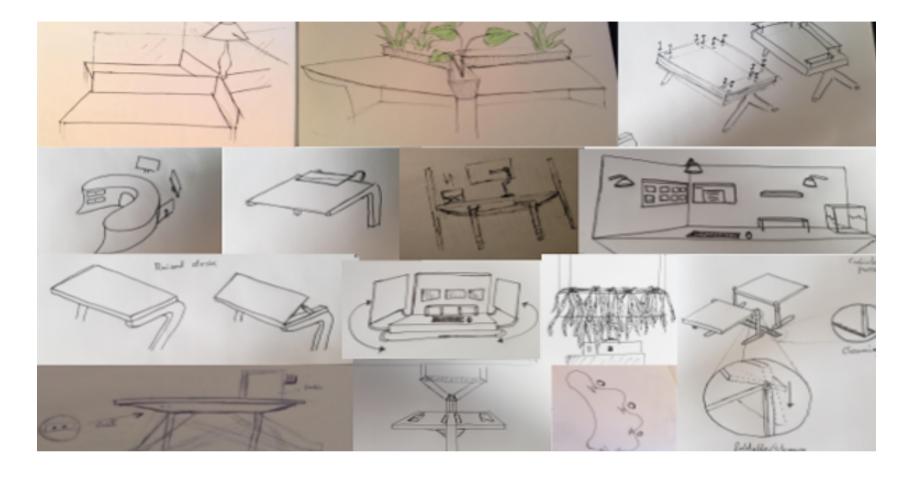
Lacks Motivation at Home



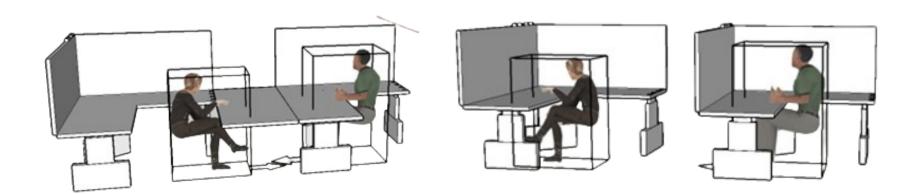
Health Concerns

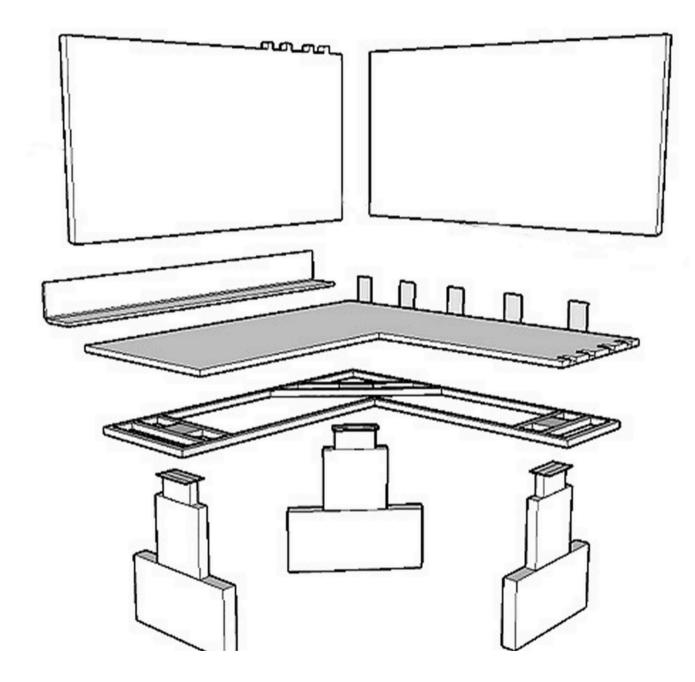
#### IDEATIONS





**USE CASE** 





#### WHY THIS DESIGN?



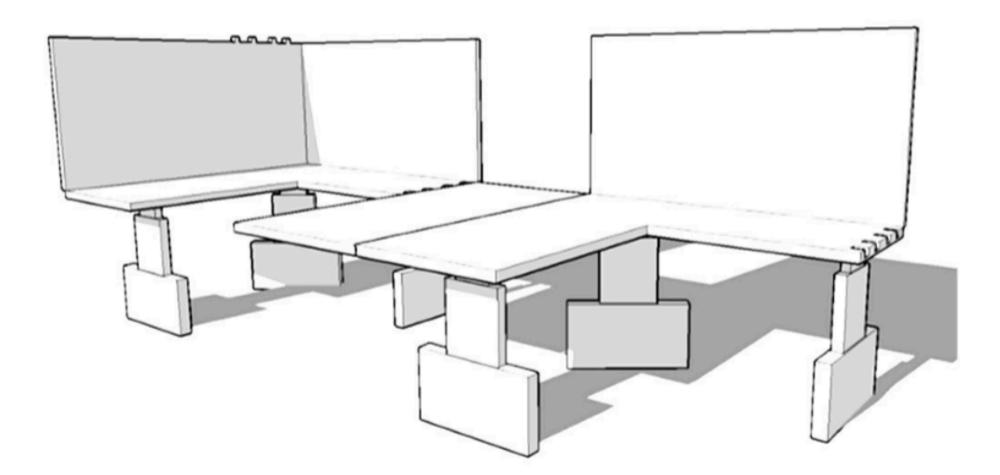
Sanitary and Safe Interaction



Simple Design



Affordable Manufacturing



# let's work

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