ANDREA BONILLA

BA INTERIOR ARCHITECTURE





0.0 ANDREA BONILLA

DESIGNER
INTRO

As a designer, I am drawn to multidisciplinary design, driven by curiosity and a desire to use design as a tool for connection and storytelling. I am passionate about designing spaces around people and memerable experiences. Outside the studio, I draws inspiration from the outdoors, sports, art, and passionate creatives, continually seeking opportunities to collaborate with diverse creatives and expand my skills.

CREATIVE ROLES

VISUAL DESIGN INTERN
ANA VERA DESIGN (2025-26)

BRAND & DIGITAL DESIGN INTERN
MISS CROFTON (2024)

DESIGN ASSISTANT
MAST+ SUSTAINABILITY FUND (2023-24)

CREATIVE MARKETING ASSISTANT
DOVE DEODORANT UNILEVER (2023)

STUDIO & VISUAL MERCHANDISING MANAGER
GARCIA CRISTINA STUDIO (2021-23)

EXHIBITIONS

INSTALLATION DESIGNER
LONDON FESTIVAL OF ARCHITECTURE (2025)

SPATIAL DESIGN LEAD
SUMMER EXHIBITION | UNIVERSITY OF WESTMINSTER (2025)

PRODUCTION ASSITANT
NINE EARTHS EXHIBITION | CITIZEN'S ASSEMBLY (2025)

EDUCATION

UNIVERSITY OF WESTMINSTER
BA INTERIOR ARCHITECTURE

SOFTWARES

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LANGUAGES

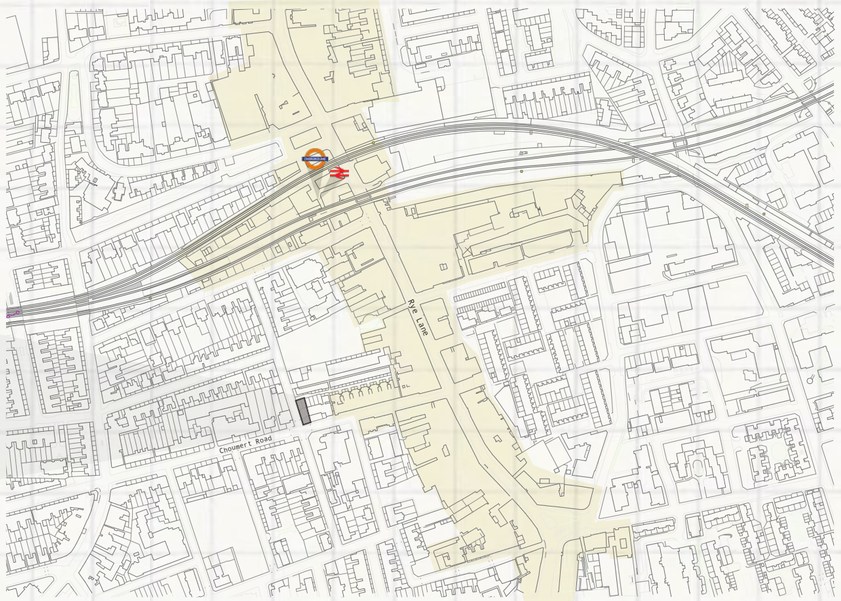
ENGLISH
SPANISH
FRENCH

1.0 CARVED OUT

PROPOSED JEWELLERY SCHOOL AND COMMUNITY SPACE







ABOUT

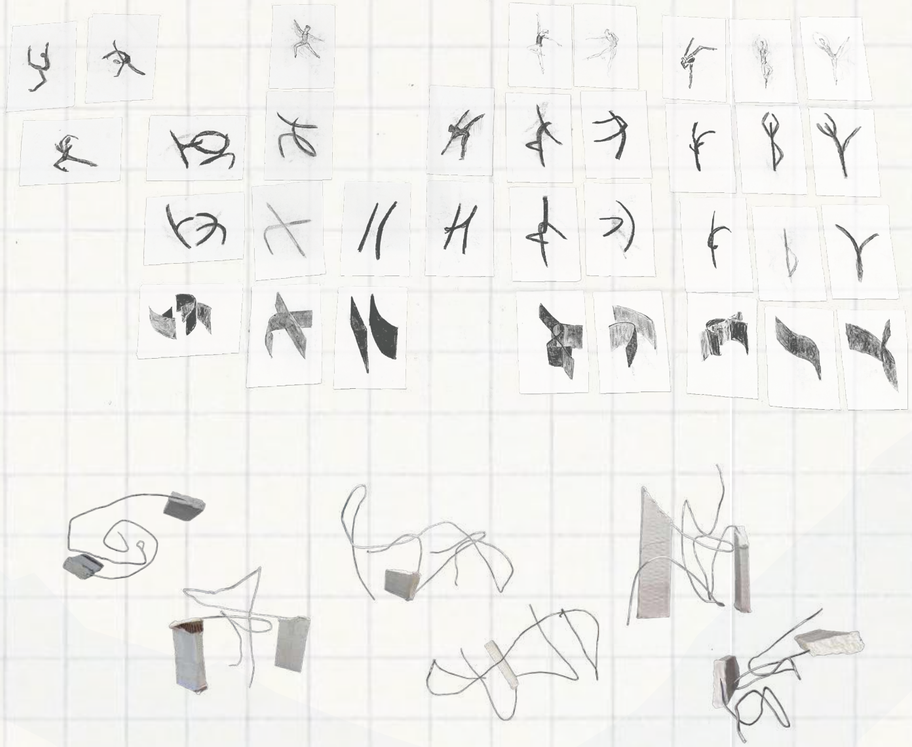
The project explores the effects of redevelopment and cultural displacement in Peckham, proposing a jewellery school and community workshop that supports local makers,preserves traditional craftsmanship, and strengthens community identity. Through research into the area’s history, existing creative networks, and changing urban landscape, the project investigates how architecture can create opportunities for learning, collaboration, and cultural preservation in the face of rapid urban change.

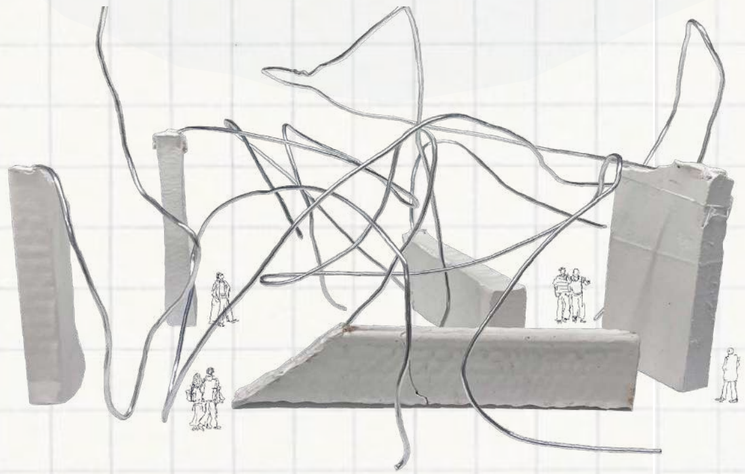


2.0 TRANCENDING FORMS

CULTURAL PERFORMANCE SPACE

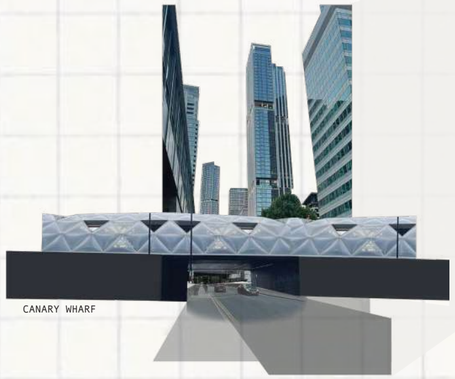






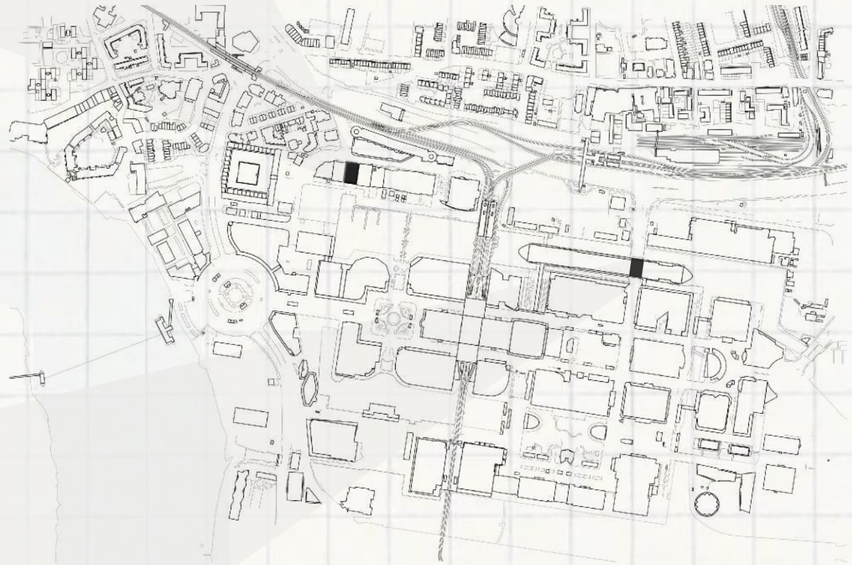


LONDON DOCKLAND MUSEUM



CANARY WHARF

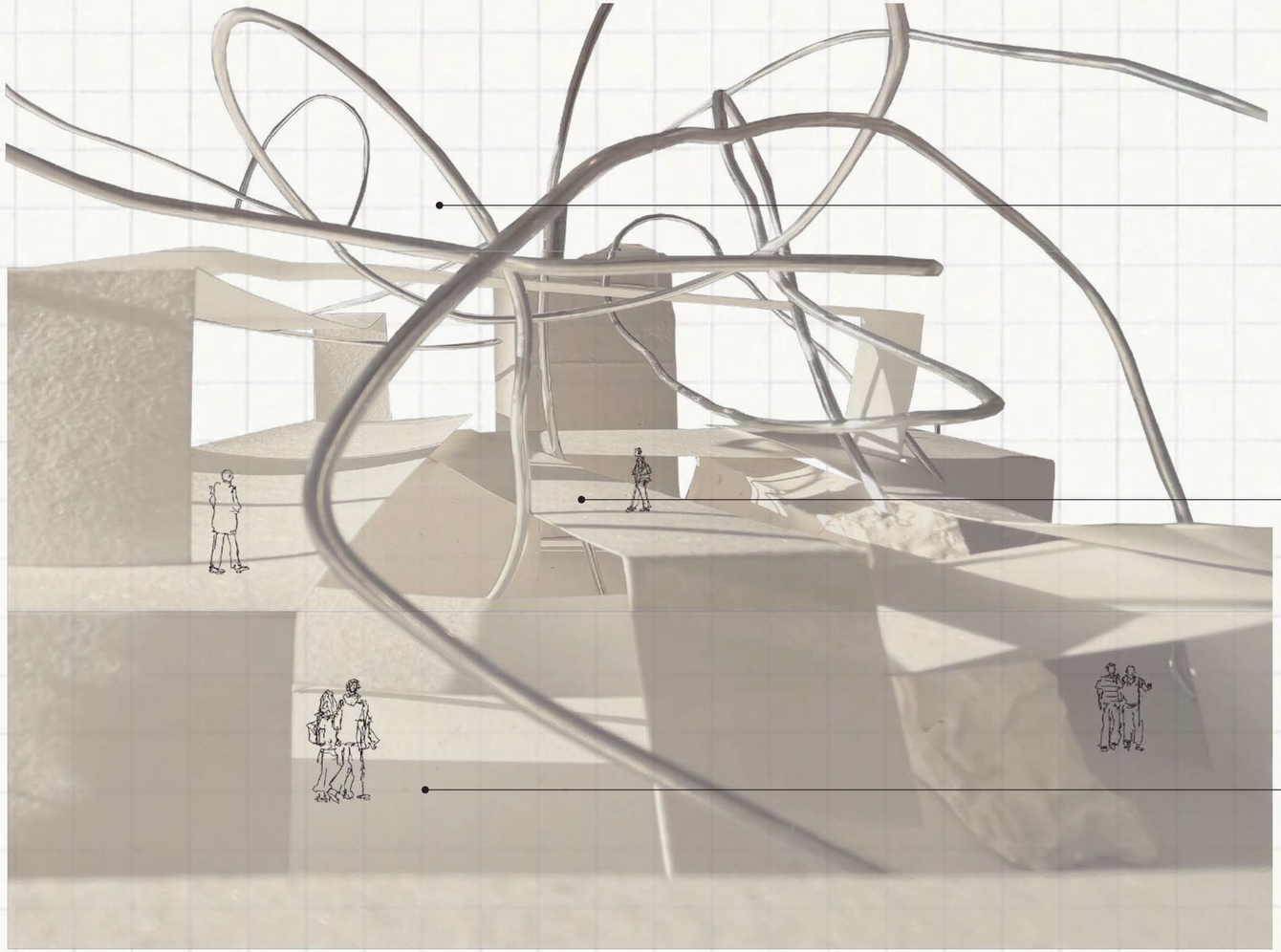




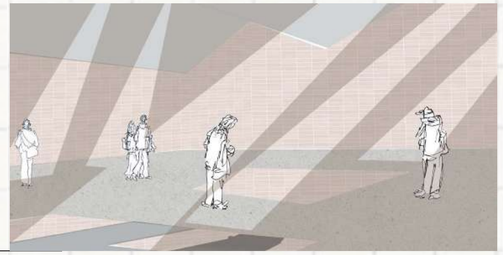
ABOUT

This project was initially sparked by the distinct contrast between the site, the historical dock buidlings and the surrounding area, Canary Wharf, with its polished facade of gleaming towers and orderly spaces, masking its docklands' industrial past.

The brief challenged us to design a performance space so I sought to express the loss of architectural preservation in this area through a narrative of performance. Dance became a key inspiration as a performance that uses the body and movement express emotion.

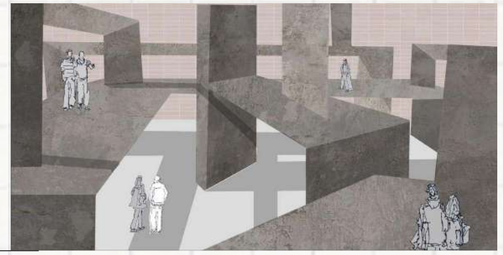


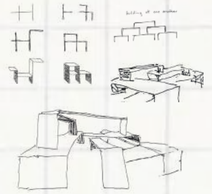
ASPIRATION



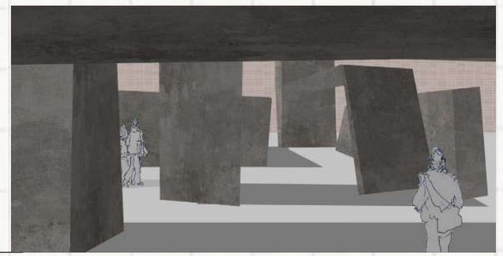


FORTITUDE





WISTFULNESS

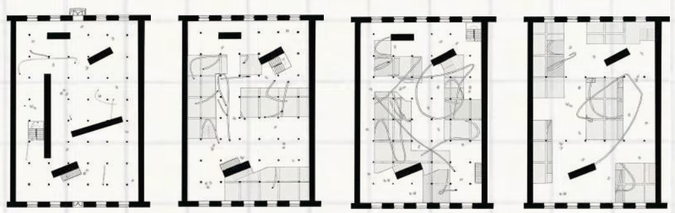


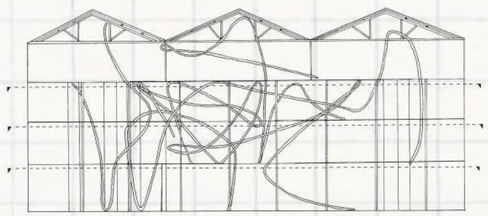


ABOUT

The idea was for the building itself to perform, telling a story through its architecture and spatial experience. Expressing a narrative guided by the themes of wistfulness, fortitude, and aspiration.

The design takes the audience on a journey, reflecting on the site's lost potential, building on exhisting communities and imagining a more hopeful future for the people who were originally part of its story. The space encourages reflection on the history and possibilities of what could have been for this significant location.



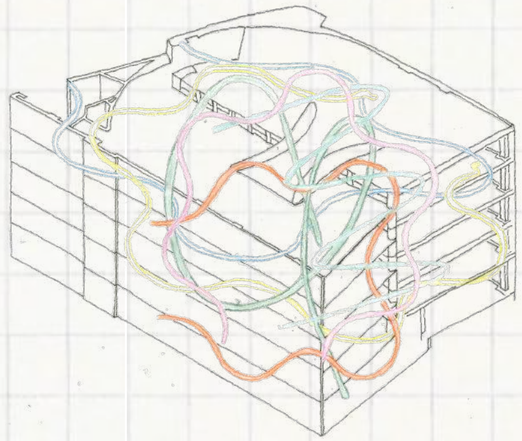


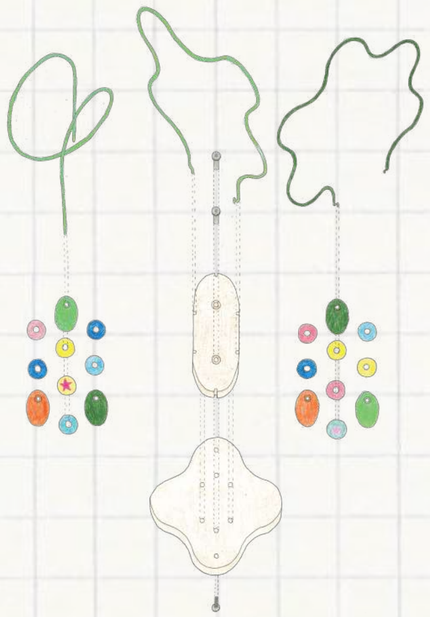
3.0 NEVERLAND

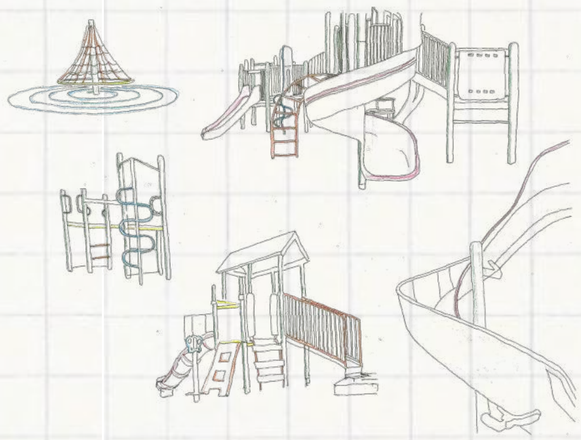
HOTEL FOR THE FUTURE

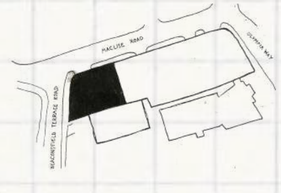














ABOUT

This brief began with a lot of experimentation, play and creation which later become part of detailings in the design. I started by analyzing and deconstructing a bead maze which I was drawn to becasue of the colors and fun shapes. This object, meant for toddlers to explore and investigate their their senses, then led my concept exploration for this project.



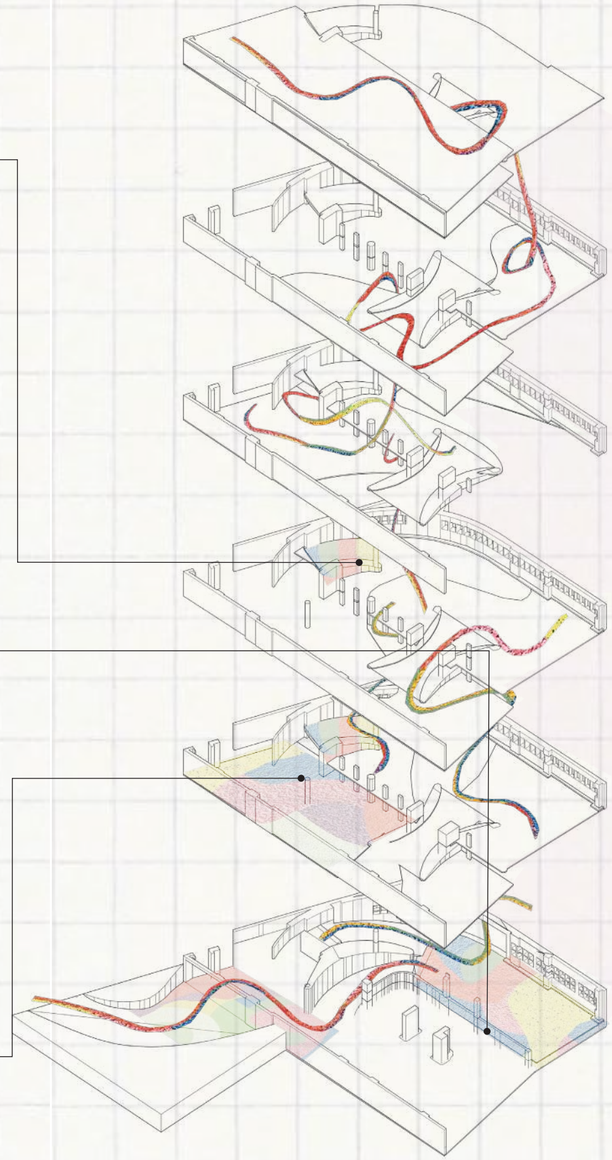
SWEET DREAMS



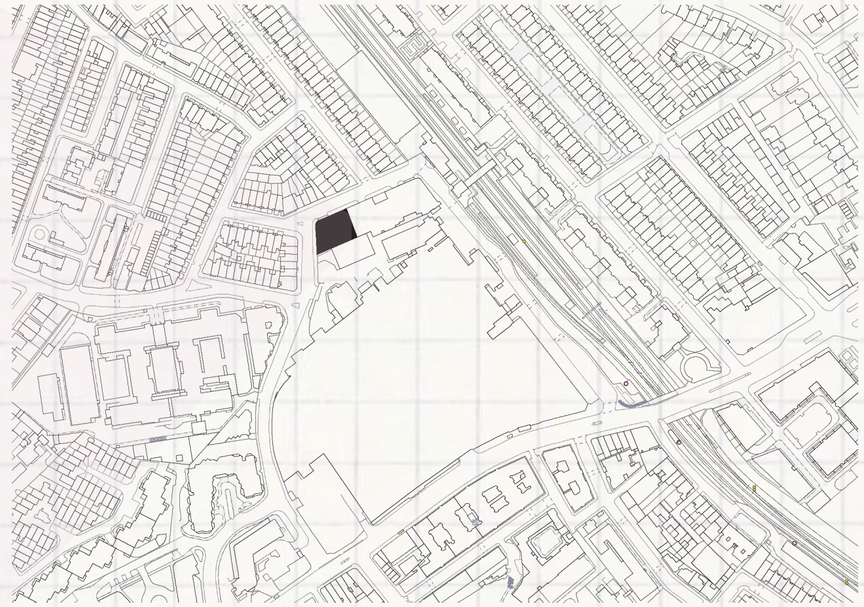
EXPLORING THE GROUNDS



GREAT HALL







ABOUT

We were tasked with designing a hotel for an imagined future. In the future I designed for people are depressed, overworked and do not find joy in anything. This hotel is meant for people to rediscover their child-like wonder and curiosity and find easy mundande ways to laugh and play.