

# PORT FOLIO

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ARCHITECT ENGINEER [BSc + MSc]

2017-2023

Aristotle University of Thessaloniki, GR



INDUSTRIAL DESIGNER [MSc]

2023-2025

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## Who am I?

I am a passionate Architect Engineer (licensed in Greece), based in Eindhoven, The Netherlands. I graduated from Aristotle University of Thessaloniki, Greece with an Integrated Master's Degree and later pursued an MSc in Industrial Design at TU/e where I expanded my design thinking and explored holistic, user-centered and practical design strategies.

I am active in design communities such as EASA, MEDS and CAA, and I regularly attend competitions, workshops, and international programs to explore new ideas and collaborations.

I pay attention to detail and enjoy thinking outside the box to deliver high-quality, innovative design solutions. I am highly flexible, learning fast and enjoy practical and creative problem-solving.

In my free time, I engage in freelance work, seminars and trips which inspires me and brings diverse cultural perspectives and narrative thinking into my designs.

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## About this Portfolio

This portfolio presents a selection of **projects** from my Architecture Engineering studies, during **design studios** and **international workshops** and **freelance work**, I designed, participated in, or facilitated. The collection reflects collaboration with **multidisciplinary teams** alongside **individual** explorations and personal projects.

## DISERTATION PROJECT 'LETS GO CAMPING. REDESIGNING THE AUTH UNIVERSITY CAMPING SITE, POSEIDI, HALKIDIKI'

Location | Halkidiki, Thessaloniki, Greece

Key words | Camping site, Redesigning, Forest-seaside, DIY, Wooden structures



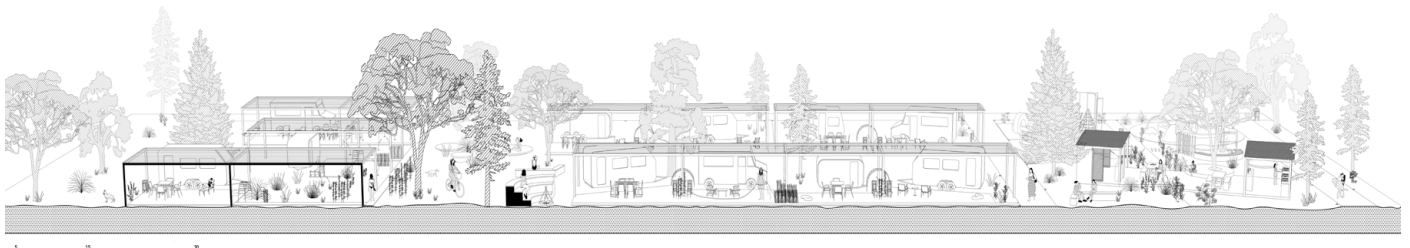
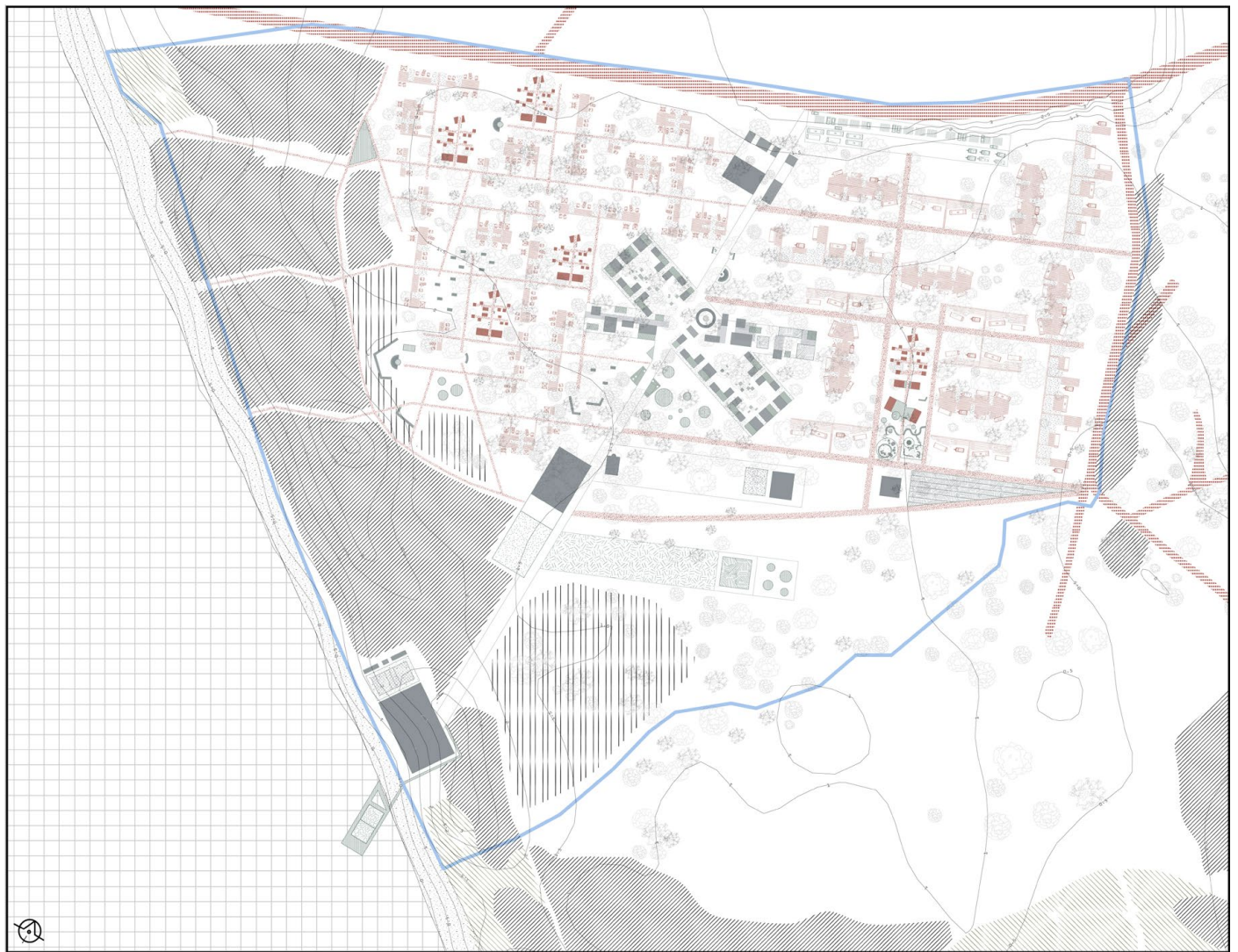
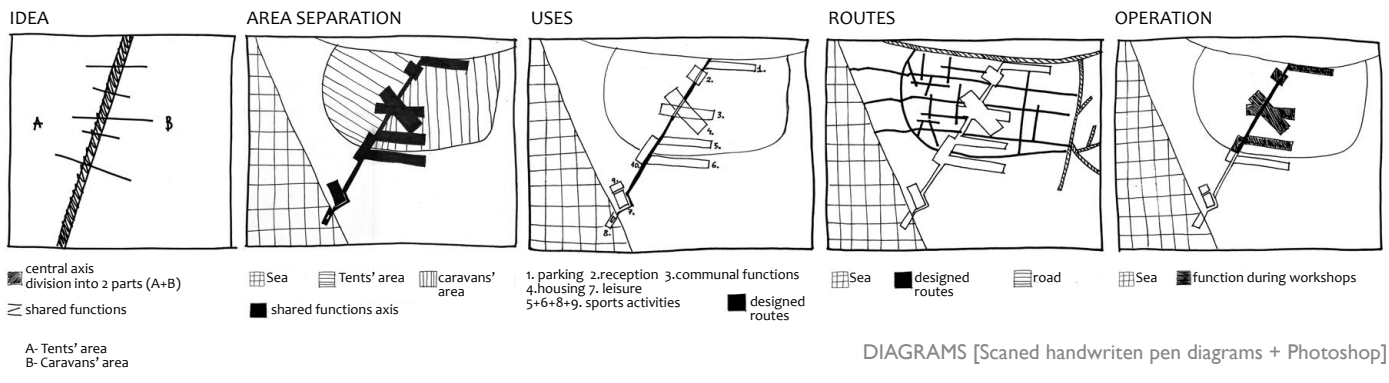
This diploma thesis proposes the redesign of a university camping site in Poseidi, Halkidiki, transforming it into a year-round educational and recreational facility. The project explores DIY principles and ephemeral living through modular, easily constructed structures using common materials. After the site analysis, it was found that the campsite is only used during the summer period, resulting in high costs for maintenance, due to the lack of year-round use.

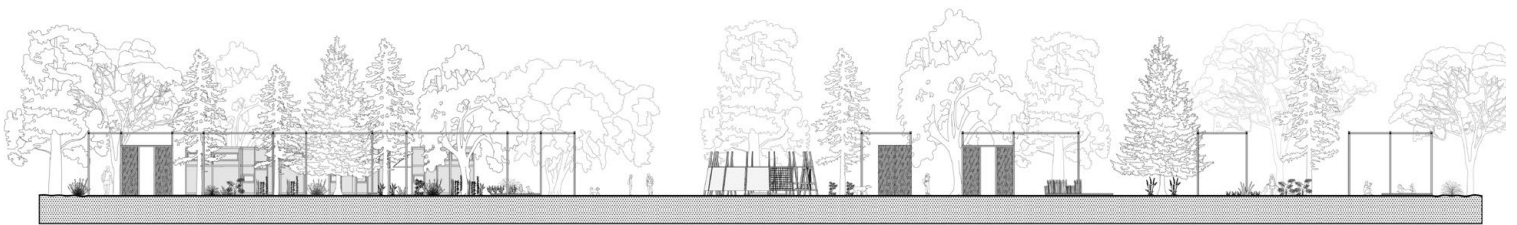
The masterplan organizes the site into 2 zones: 1 for tents and 1 for caravans, connected by a central axis hosting communal functions. In addition, communal facilities (WC, laundry, kitchen, barbeque area, playground) are placed within the tents' and caravans' areas to cater user's needs in close proximity.

Inspired by playful geometries and the use of sustainable techniques and natural materials (trodden soil, metal grid, timber), the proposal promotes adaptability, reduced maintenance, and integration with the landscape, while enabling future construction through educational workshops, involving architecture students (or related fields).

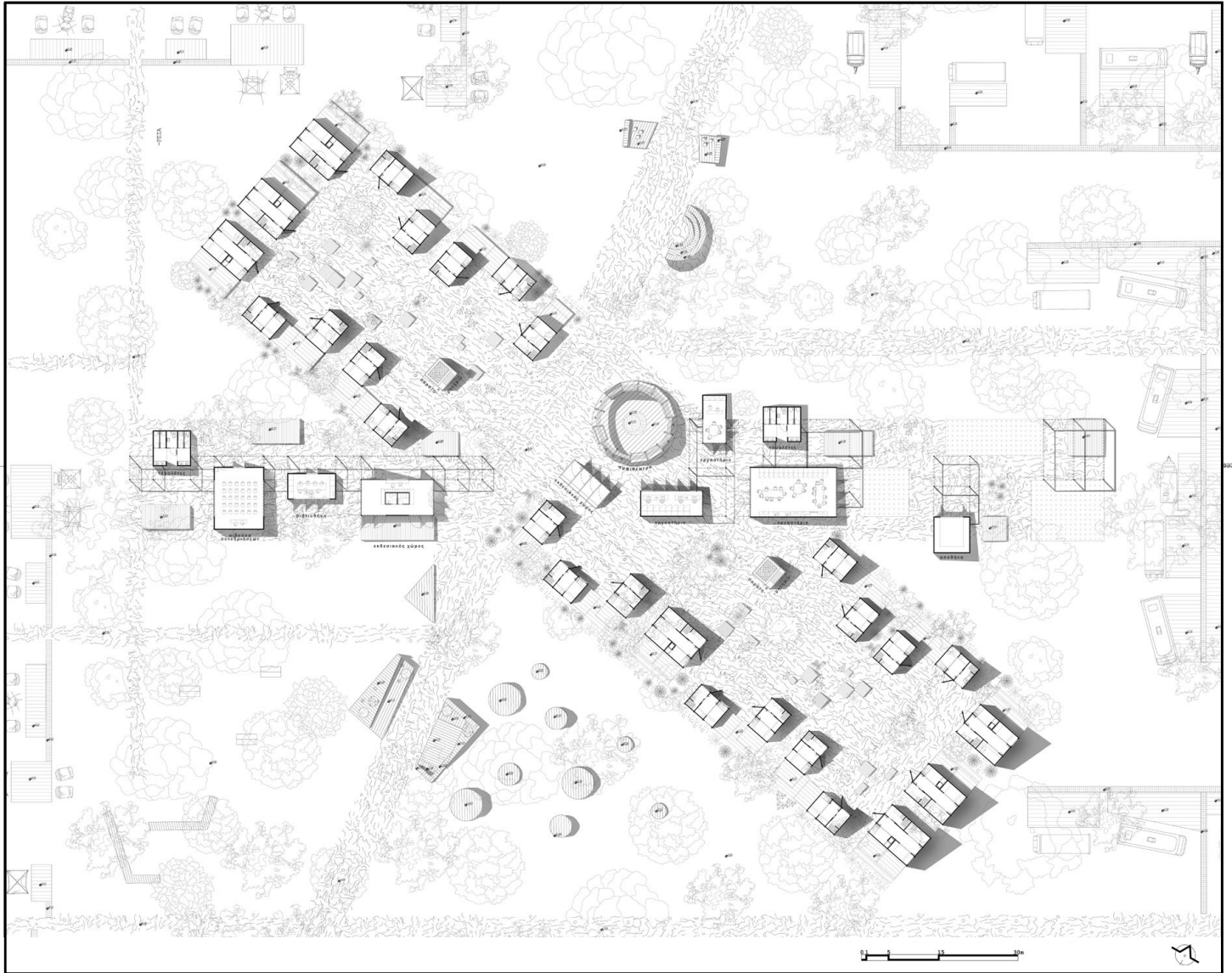
### Responsibilities

- Researched year-round usability and adaptive reuse of the site
- Developed the concept, overall masterplan and spatial organization of the camping site
- Designed modular, DIY-based structures, construction strategies and details
- Defined material palette based on natural integration (wood, soil, metal grid)
- Produced sketches, 2D plans, 3D models, diagrams, renders and created the booklet
- Organised, set clear deadlines and goals to the team
- Prepared laser-cut files and constructed physical models at 1:25, 1:200, and 1:2000 scales

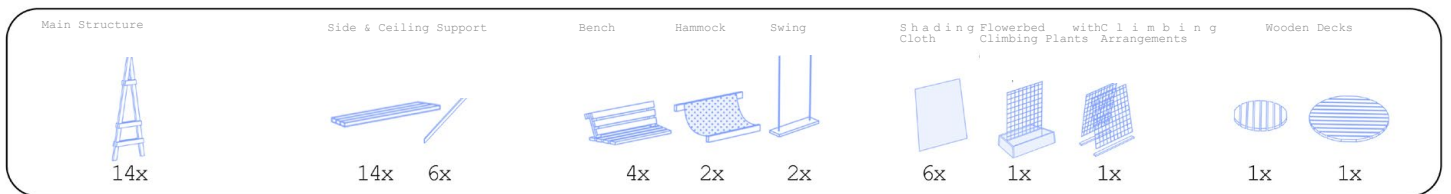




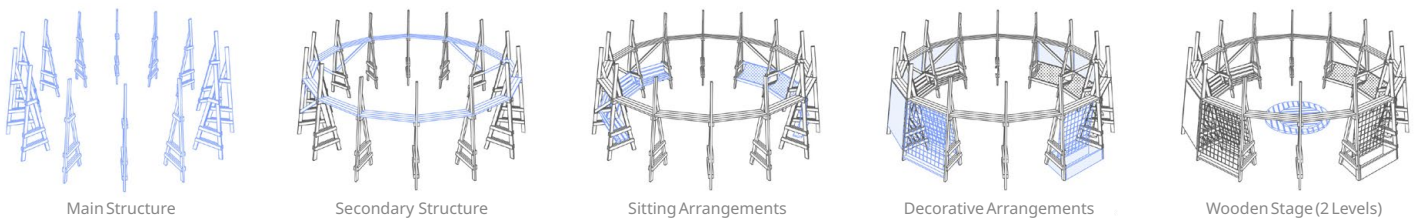
SECTION SHARED FUNCTIONS & SEMI-PERMANENT LIVING AREAS [Rhinceros3D + AutoCAD]



SHARED FUNCTIONS & SEMI-PERMANENT RESIDENCIAL STRUCTURES - CENTRAL AXIS [Rhinceros3D + AutoCAD]



AMPHETHEATER ASSEMBLY SHEET - WOODEN STRUCTURE [Rhinceros3D + AutoCAD]



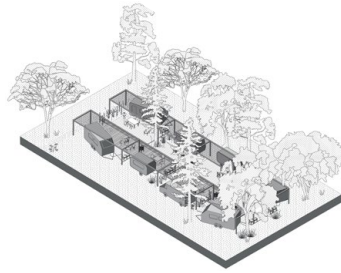
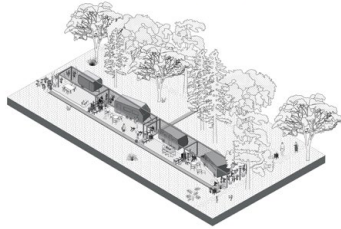
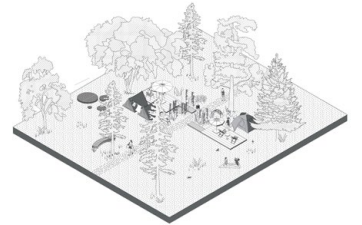
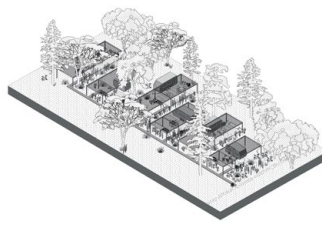
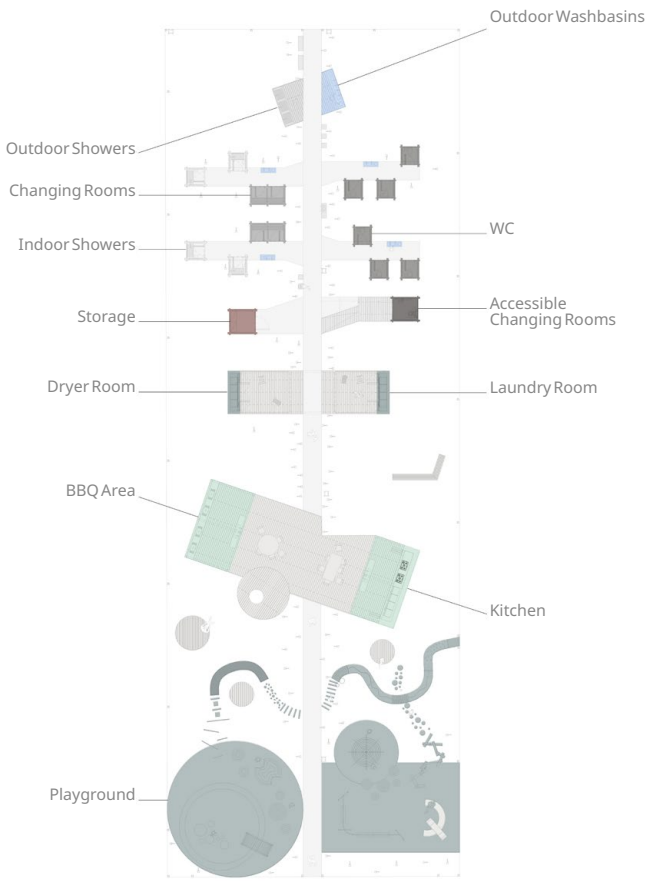
Main Structure

Secondary Structure

Sitting Arrangements

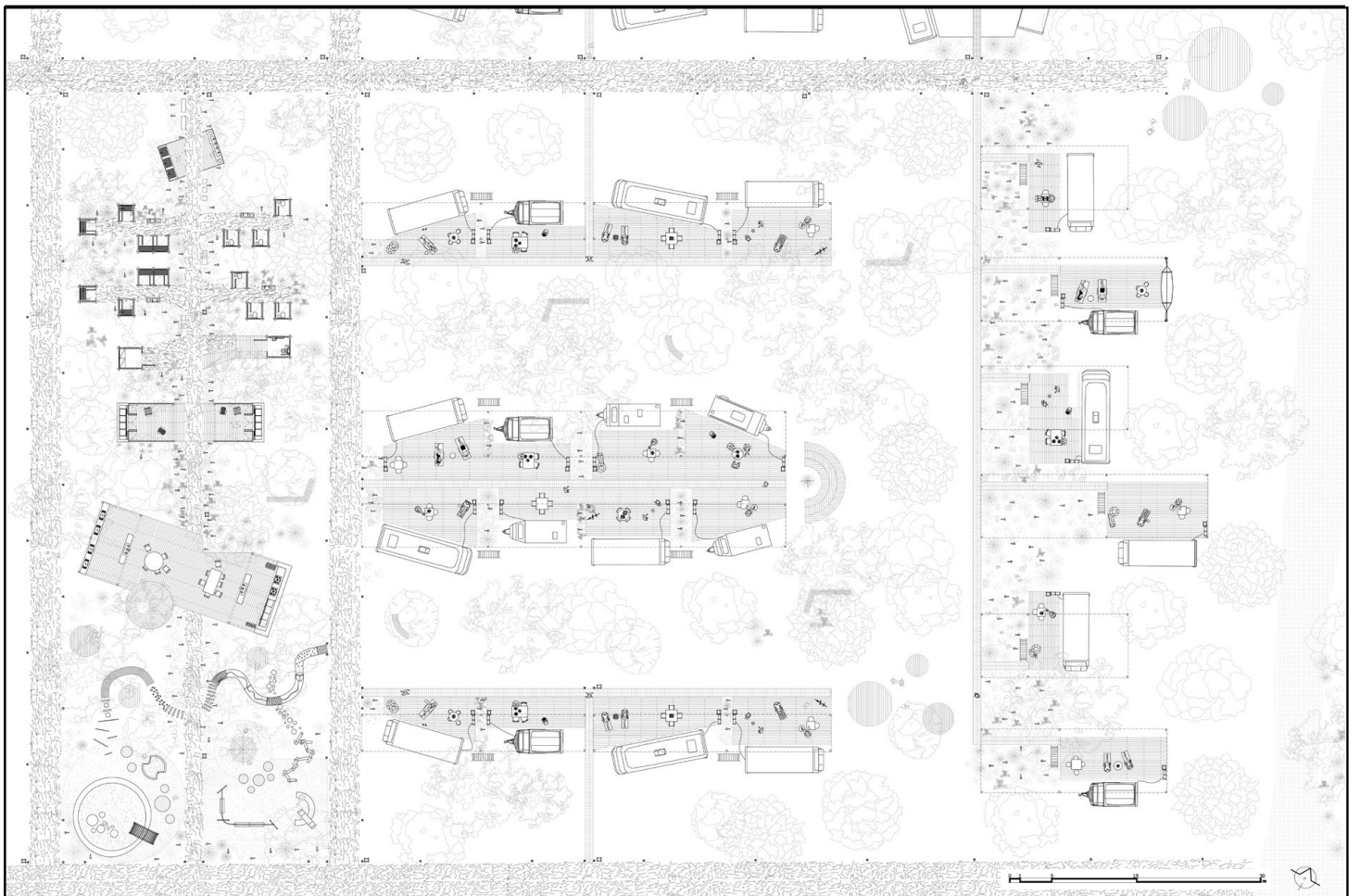
Decorative Arrangements

Wooden Stage (2 Levels)

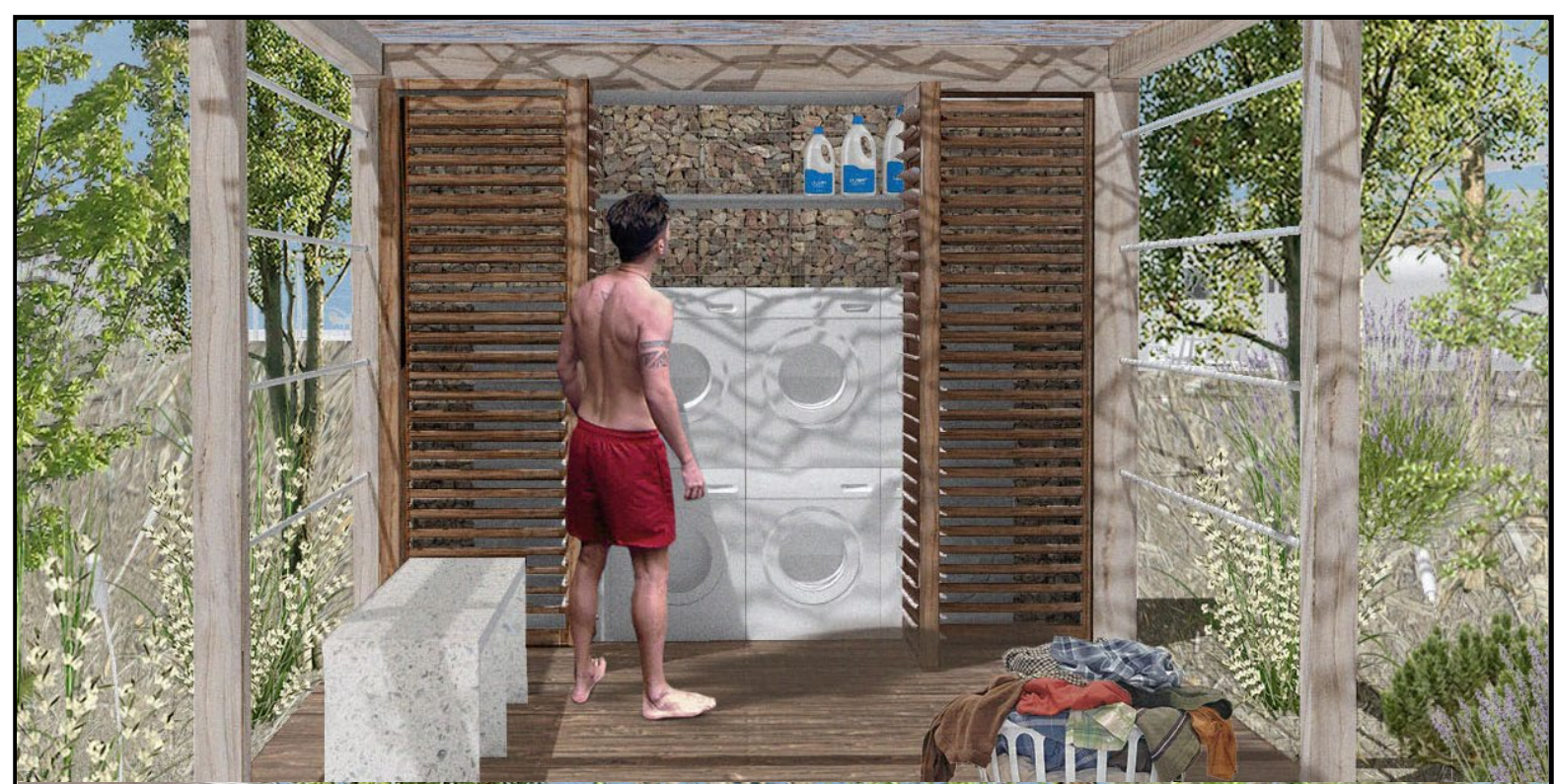


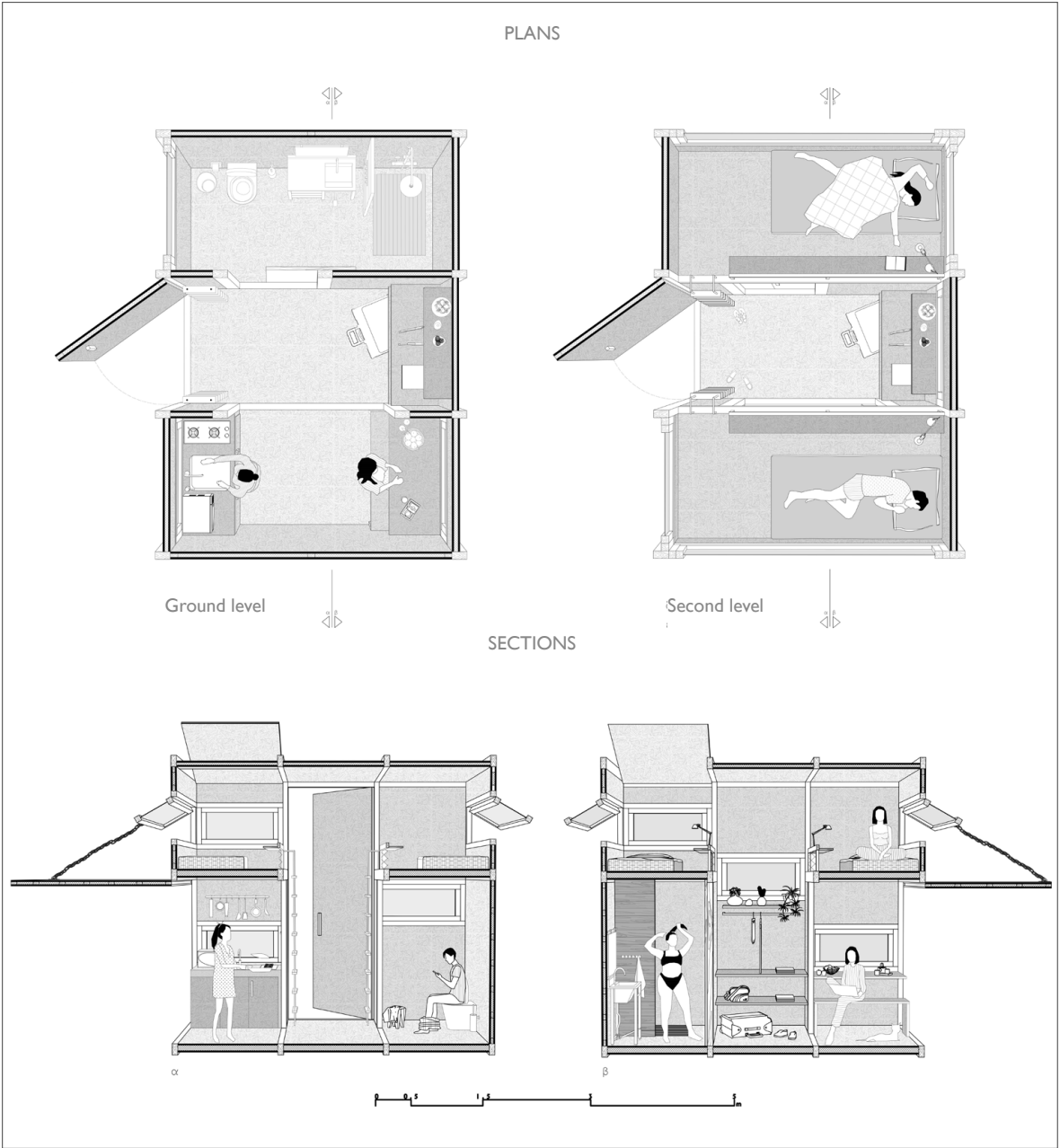
FUNCTION PROGRAM DIAGRAM [AutoCAD + Illustrator]

CARAVAN & TENTS LAYOUTS - AXONOMETRICS [Rhinceros3D + Illustrator]

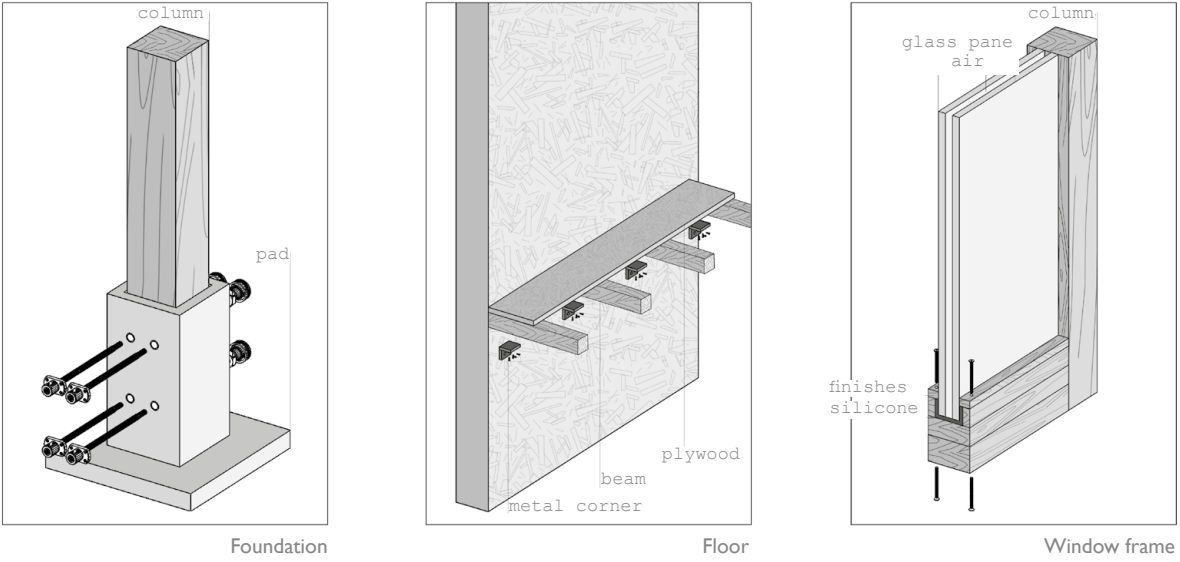


CARAVAN & TENTS LAYOUTS & COMMUNICAL SPACES (PARK, BATHROOMS, KITCHEN) - PLAN [Rhinceros3D + Illustrator]





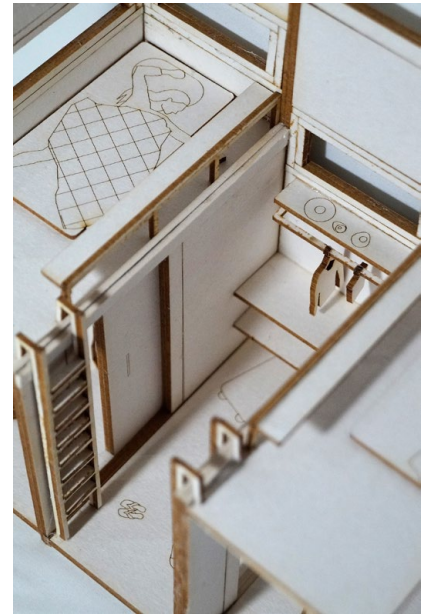
SEMI-PERMANENT RESIDENCIAL STRUCTURE FOR TWO PEOPLE [Rhinceros3D + AutoCAD + Photoshop]



STRUCTURAL DETAILS [Rhinceros3D + AutoCAD + Photoshop]



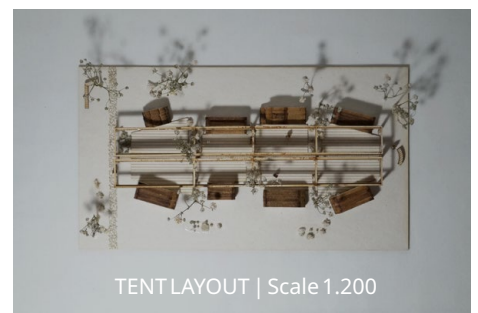
WOODEN RESIDENTIAL UNIT | Scale 1.25



MASTERPLAN | Scale 1.2000



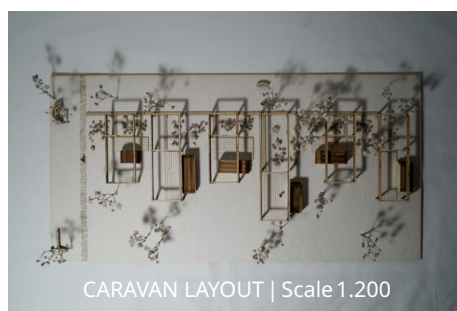
TENT LAYOUT | Scale 1.200



TENT LAYOUT | Scale 1.200



CARAVAN LAYOUT | Scale 1.200



CARAVAN LAYOUT | Scale 1.200



CARAVAN LAYOUT | Scale 1.200

## 'GREEN COMMUNITY'

Location | Eindhoven, The Netherlands

Key words | Housing, Makers Space, Regeneration



This project envisions a mixed-use neighbourhood in Eindhoven that integrates living, working, and social functions while strengthening the connection between people and nature. Based on Eindhoven's 2030 strategy, the city is currently experiencing a significant outflow of internationals due to a lack of connection with the urban environment. There is a growing need for innovation hubs to attract start-ups, entrepreneurs, and talent, supporting economic growth for both international and local communities, alongside housing solutions to accommodate them. The masterplan is structured around residential edges and a central retail strip, supported by makerspaces that link production and consumption. A range of modular housing typologies and shared courtyards fosters inclusivity and social interaction. The design integrates natural elements, reconnecting the industrial area with its surroundings through courtyards, private terraces, and a central green strip that echoes the perimeter greenery and restores the site's natural character.

A range of modular building typologies is integrated into the neighbourhood, designed for 24/7 urban life, attracting diverse users to live, work, relax, and socialise in the same space. With shared courtyards hosting communal functions such as parks, fields, and greenhouses, they combine private and public spaces that support interaction. Various apartment and room typologies were developed to accommodate the needs of different target user groups to accommodate their socialization needs, public space usage, and income, with elderly residents placed in quieter, ground-floor areas or apartment buildings with shared facilities to foster peer interaction, while young individuals and families are located at the centre of activity, with shared facilities and direct courtyard access promoting informal interaction and connection.

Based on the "15-minute city" concept, which places everyday activities within walking distance, the proposal promotes sustainable urban living, community engagement, and balanced interaction among diverse user groups, enhancing well-being and a sustainable lifestyle within the neighbourhood. However, this approach may face challenges, as it could limit opportunities for larger community gatherings.

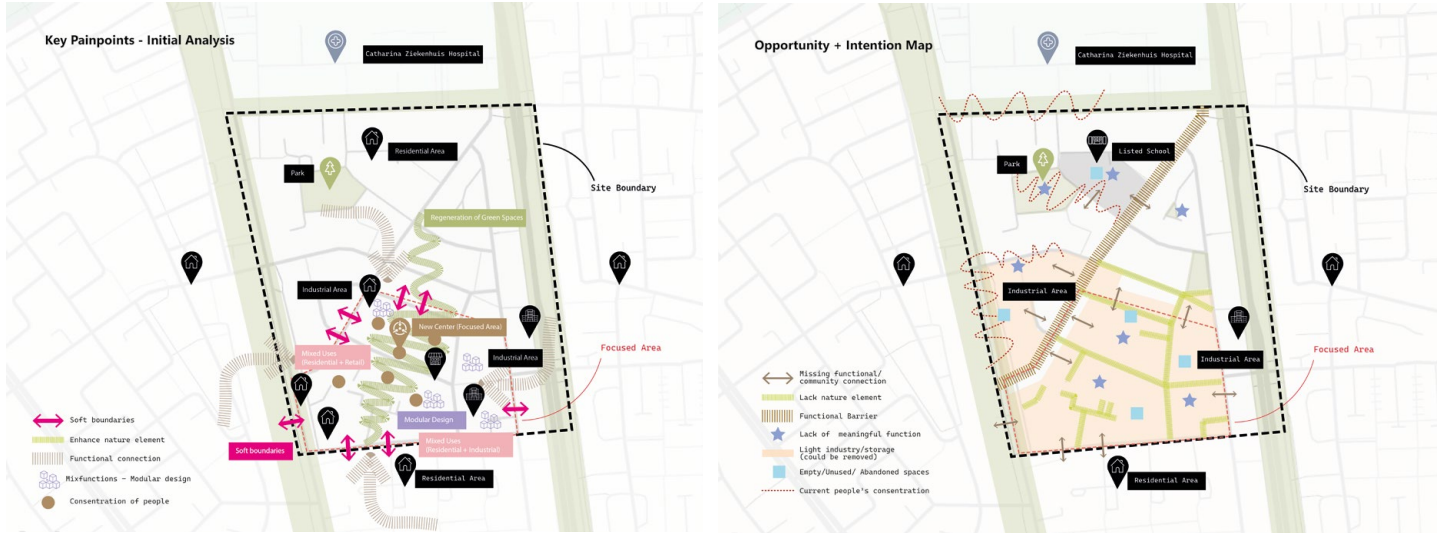
### Responsibilities

- Worked independently through all project phases, from concept development to design and refinement, and organised the work and final presentation
- Developed a concept that contributed to urban masterplan and local zoning strategy
- Designed residential typologies and modular housing concepts based on Dutch typologies
- Developed courtyard and community space layouts to enhance social interaction between different user groups
- Integrated sustainability strategies and "15-minute city" principles for a resilient, accessible neighbourhood based on real strategies included in the Eindhoven 2030 strategy city plan



HISTORIC ROAD AND BUILDING ANALYSIS [Photoshop]

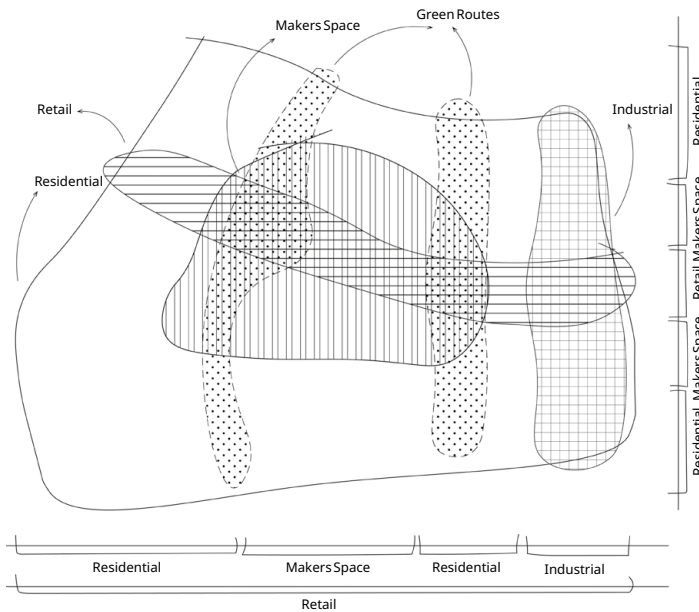
SITE ANALYSIS [Illustrator]



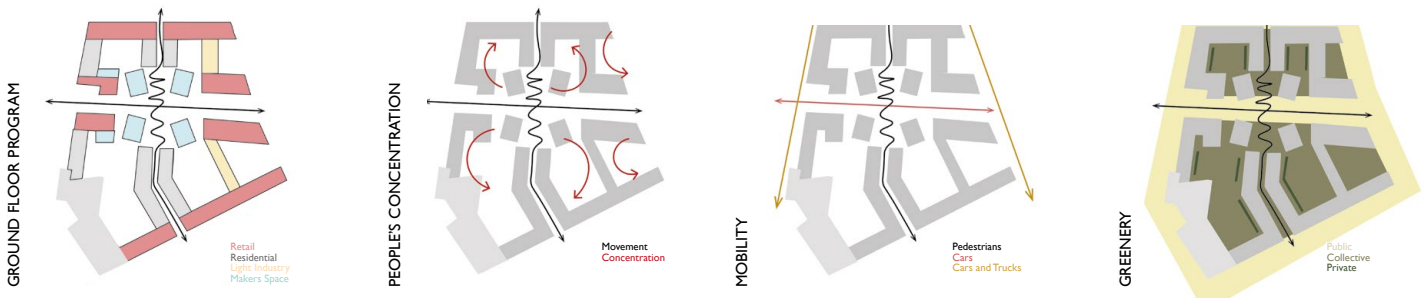
KEY PAINPOINTS + STRATEGY MAP [AutoCAD + Illustrator]



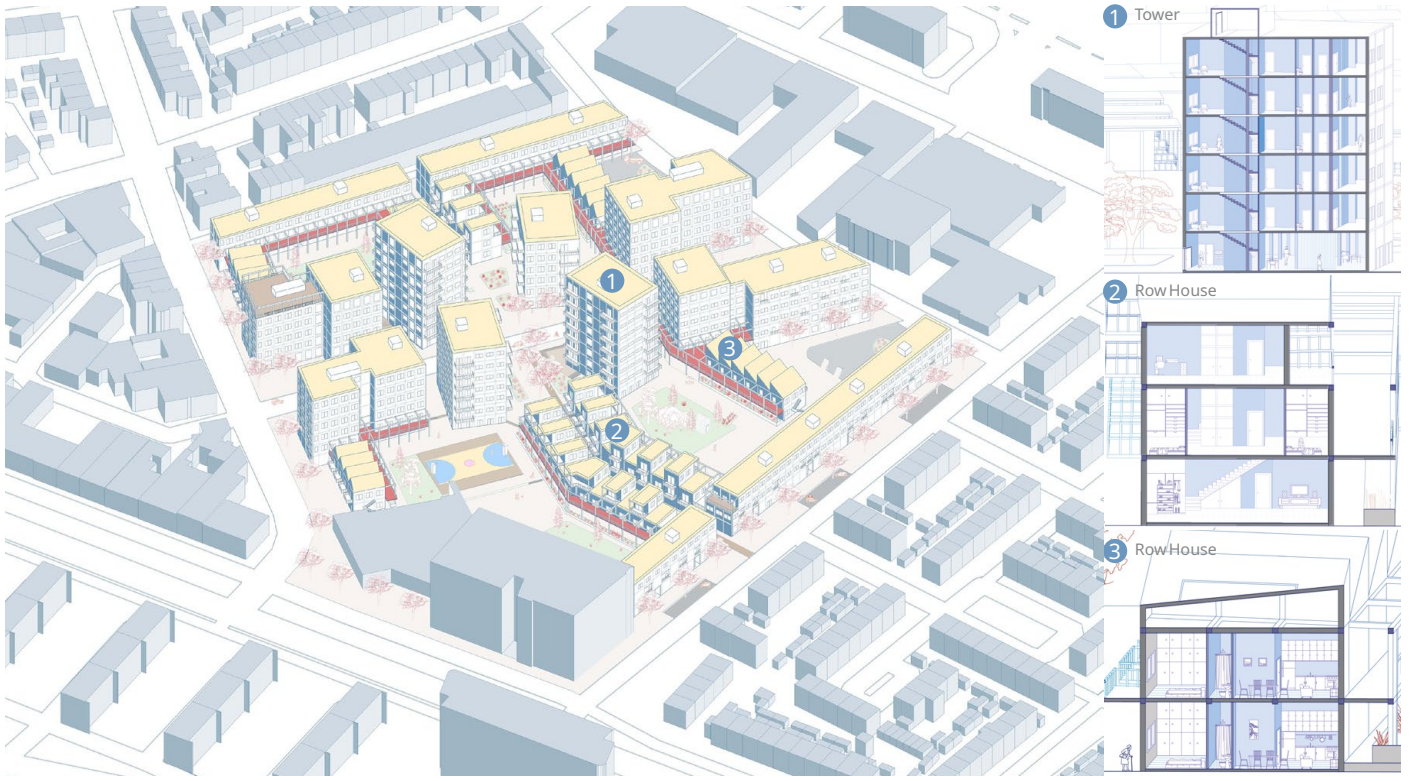
SITE ANALYSIS [Rhinoceros3D]



SITE STRATEGY DEVELOPMENT [Illustrator]

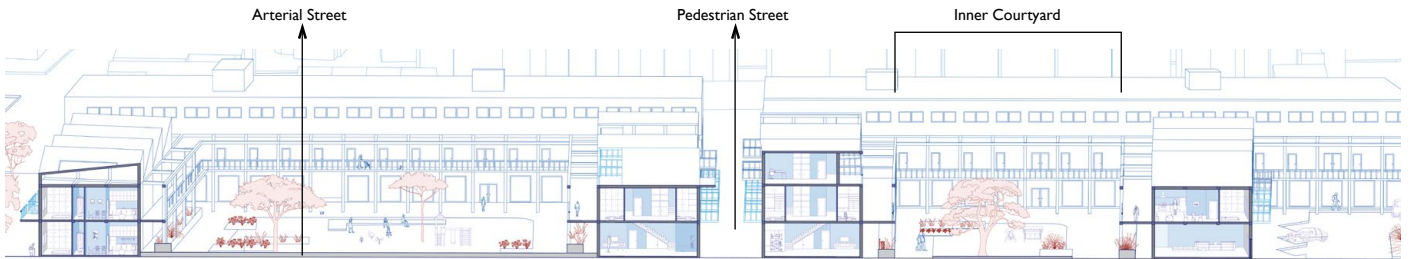


SITE DIAGRAM ANALYSIS [Illustrator]

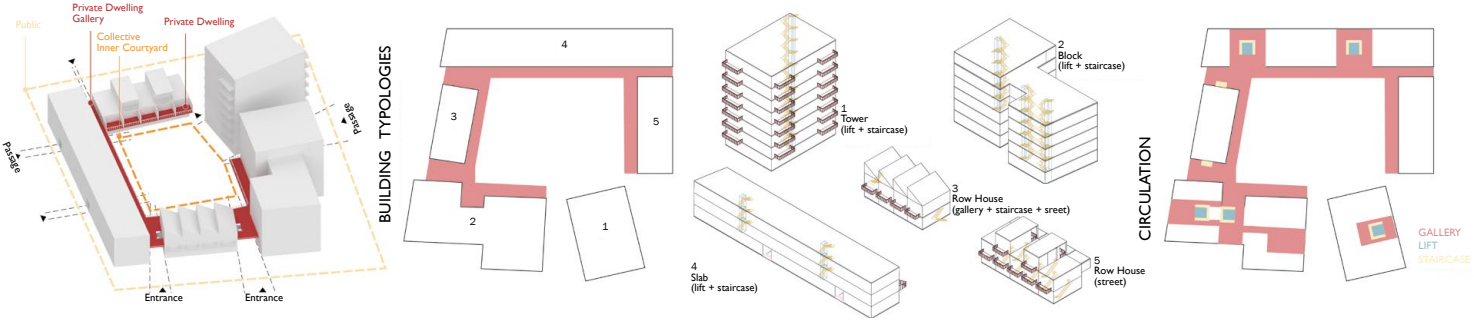


3D MASTERPLAN [Rhinceros3D + Illustrator]

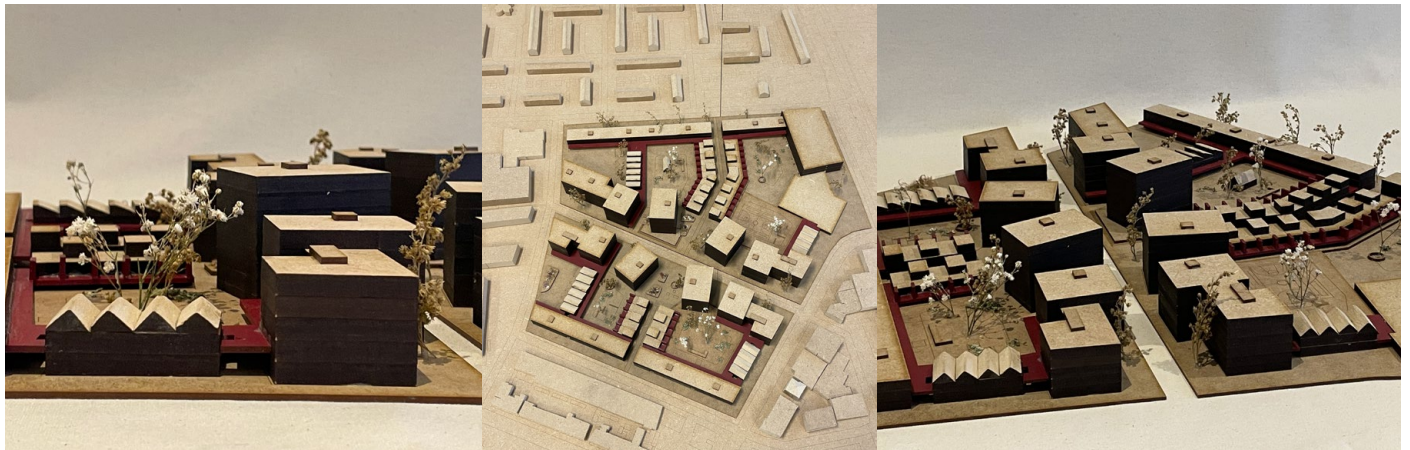
AXONOMETRIC SECTION [Rhinceros3D + Illustrator]



SECTION [Rhinceros3D + AutoCAD + Illustrator]

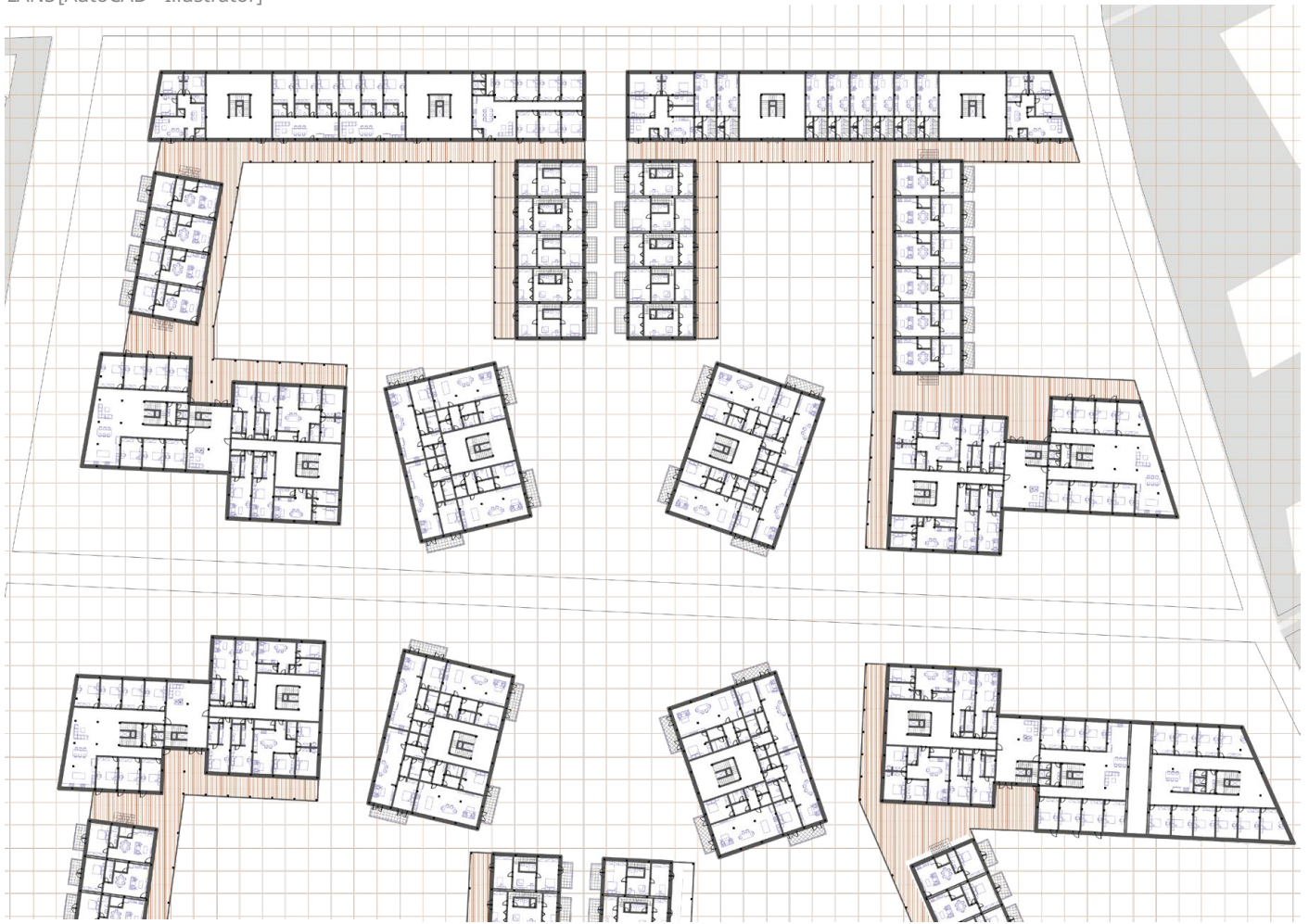



PASSAGE/ ENTRANCE / PATWAYS + BUILDING TYPOLOGIES + MOVEMENT [Rhinceros3D + Illustrator]



SITE MODEL [Plywood, Spray Paint, flowers]

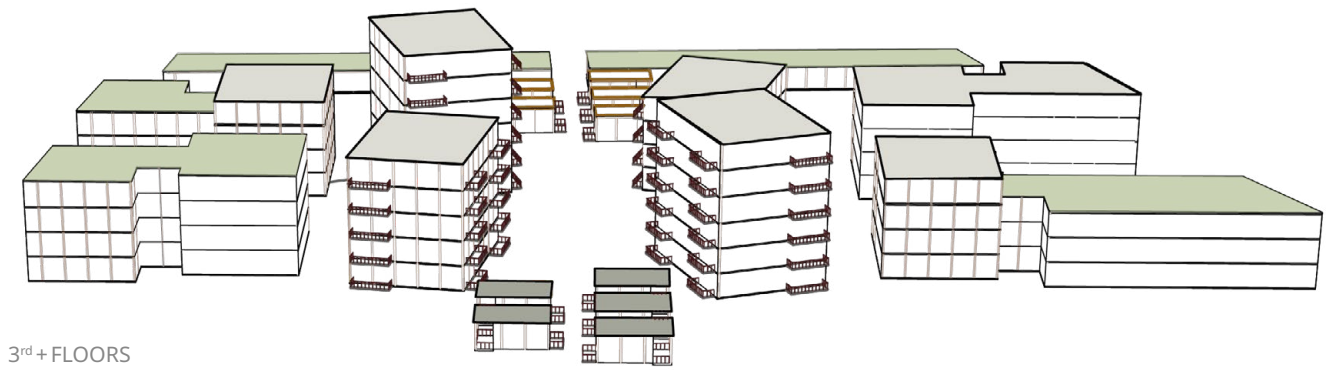




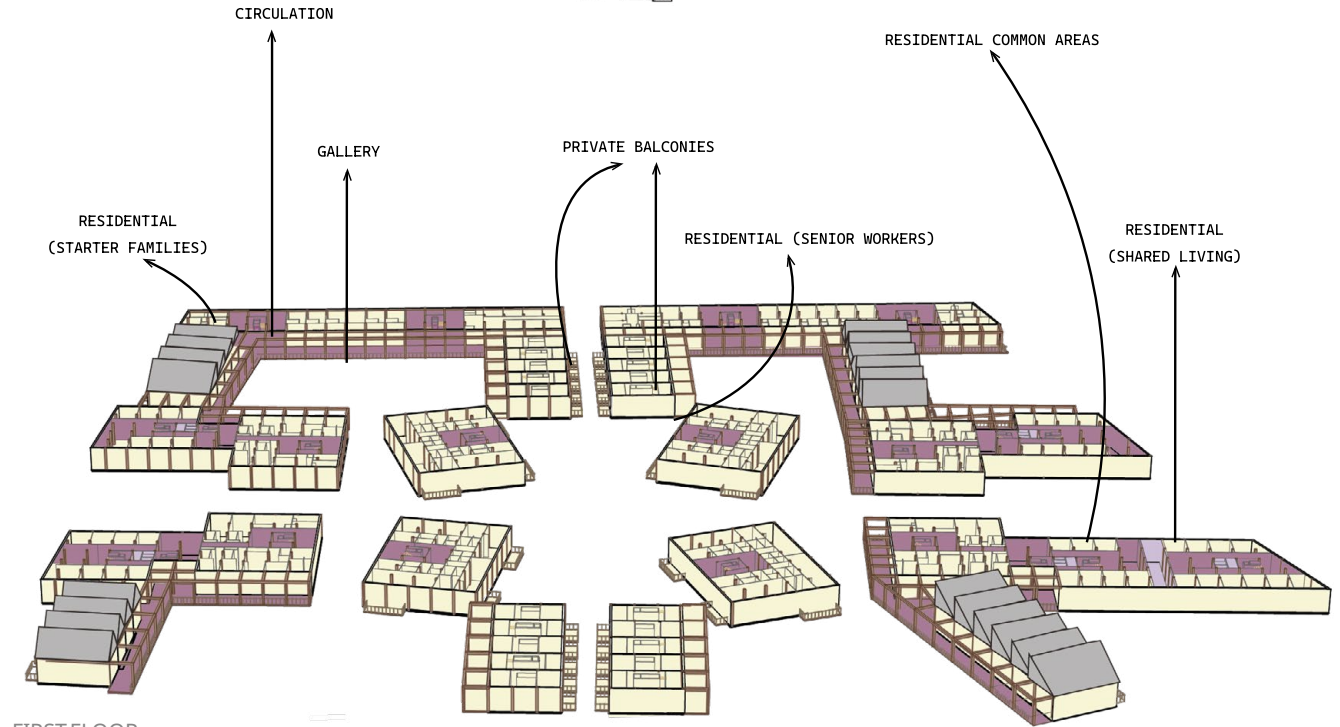
FIRST FLOOR | SCALE 1.500  Legend | Circulation 2500m<sup>2</sup> Gallery 1100m<sup>2</sup> Common Functions 130m<sup>2</sup> Residential 7500m<sup>2</sup> Number of Dwellings 134



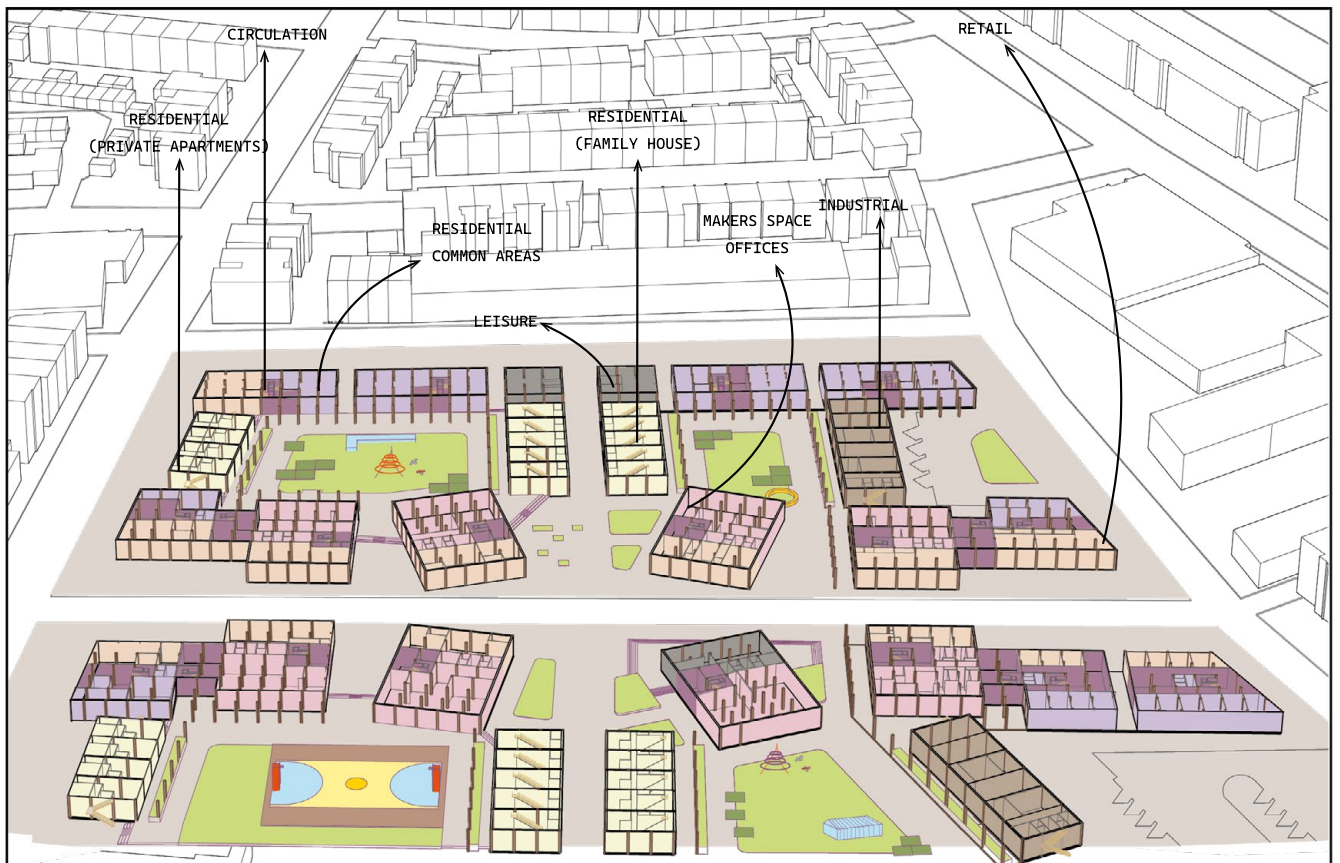
GROUND FLOOR | SCALE 1.500  Legend | Circulation 1000m<sup>2</sup> Common Functions 1850m<sup>2</sup> Residential 1500m<sup>2</sup> Industrial 550m<sup>2</sup> Retail 2000m<sup>2</sup> MakersSpace/Offices 3700m<sup>2</sup> Number of Dwellings 21



3<sup>rd</sup> + FLOORS



FIRST FLOOR

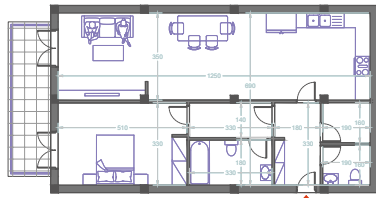


GROUND FLOOR

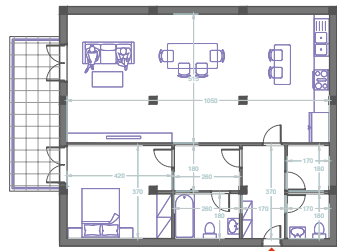


SENIOR WORKERS

Were living in a small apartment before and wanted something bigger, better and with nicer view. Don't have kids and not planning to. In need of a big space to invite friends and be cozy



'TYPE 8A'  
1-2 PEOPLE  
APARTMENT (PRIVATE)  
[86m<sup>2</sup>]  
SENIOR WORKERS

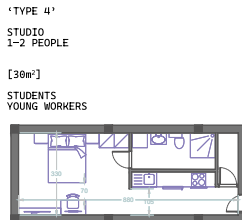


'TYPE 8B'  
1-2 PEOPLE  
APARTMENT (PRIVATE)  
[94m<sup>2</sup>]  
SENIOR WORKERS



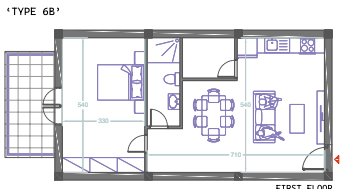
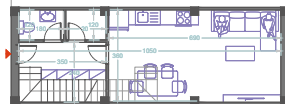
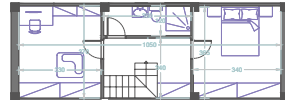
YOUNG WORKERS [2]

Was living in a shared apartment before and needs a bit more privacy. Still can't afford an apartment on her own, but a studio is perfect for now.



'TYPE 4'  
STUDIO  
1-2 PEOPLE  
[30m<sup>2</sup>]  
STUDENTS  
YOUNG WORKERS

'TYPE 5'  
APARTMENT  
1-4 PEOPLE  
[80m<sup>2</sup>]  
STARTER FAMILIES  
YOUNG WORKERS

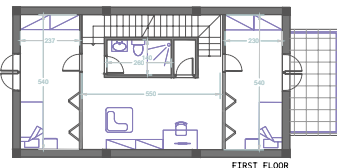


'TYPE 6B'

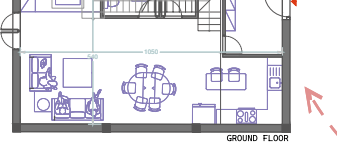
FIRST FLOOR



SECOND FLOOR



'TYPE 6A'  
APARTMENT (PRIVATE)  
1-2 PEOPLE  
[57m<sup>2</sup>]  
ELDERLY  
STUDENTS  
YOUNG WORKERS



'TYPE 7A'  
3-4 PEOPLE  
HOUSE (PRIVATE)  
[157m<sup>2</sup>]  
FAMILIES  
STARTER FAMILIES

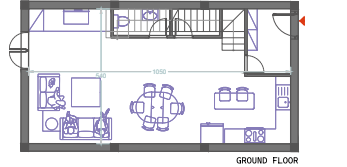


(STARTER) FAMILIES

Moved from another country to work. Might want children soon and they are thinking to stay permanently. In need of a house with a flexible layout.



FIRST FLOOR



GROUND FLOOR

'TYPE 7A'  
2-3 PEOPLE  
HOUSE (PRIVATE)  
[113m<sup>2</sup>]  
FAMILIES  
STARTER FAMILIES



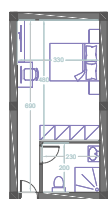
ELDERLY

Wants to stay in the neighbourhood he grew up, but he is tired of cleaning his big house. Time to move somewhere smaller but close.

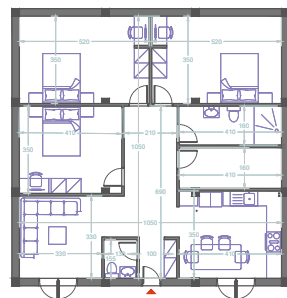
'TYPE 1'  
ROOM (+SHARED FUNCTIONS)  
1 PERSON  
[15m<sup>2</sup>]  
STUDENTS



'TYPE 2'  
STUDIO  
1 PERSON  
[24m<sup>2</sup>]  
STUDENTS  
YOUNG WORKERS



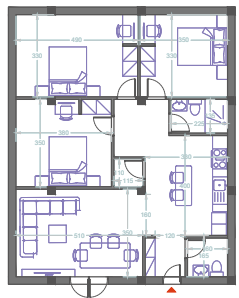
'TYPE 3A'  
SHARED APARTMENT  
3-6 PEOPLE  
[18m<sup>2</sup>] ROOM  
[110m<sup>2</sup>] APARTMENT  
STUDENTS  
YOUNG WORKERS



YOUNG WORKERS [1]

Just moved to The Netherlands for work. Wants his privacy, but also wants to have moments of informal interactions. Having roommates will help him to meet people easier. Also living alone is more expensive.

'TYPE 3B'  
SHARED APARTMENT  
3-6 PEOPLE  
[14m<sup>2</sup>] ROOM  
[90m<sup>2</sup>] APARTMENT  
STUDENTS  
YOUNG WORKERS



Wants to stay social and doesn't mind living in a shared space. It was difficult and expensive to find a studio in the city of the university.

STUDENT



## 'SC138' BRIDGE

Location | Cambodia

Key words | Bridge, Floating structures, Flea market, Workshops, Housing, Mixed-use



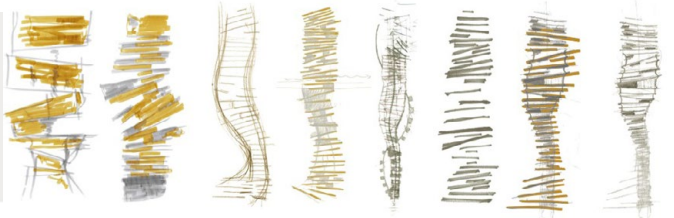
This proposal reimagines a bridge as a linear community for displaced artists, inspired by the case of the White Building in Cambodia. It provides 20 flexible open-plan housing units of varying sizes, supported by shared facilities that reflect local living patterns and encourage interaction and adaptability. The design integrates artist workshops, also open to the public, alongside communal spaces such as a “boat-through” cinema, a dance studio, and a market that extends the existing shoreline market to sell locally produced work. Movement across the bridge accommodates motorcycles, tuk-tuks, and pedestrians, reflecting everyday local mobility patterns. By combining living, working, and leisure, the project creates a dynamic and socially inclusive environment where public and private life overlap, supporting both community life and economic activity within the same space.

### Responsibilities

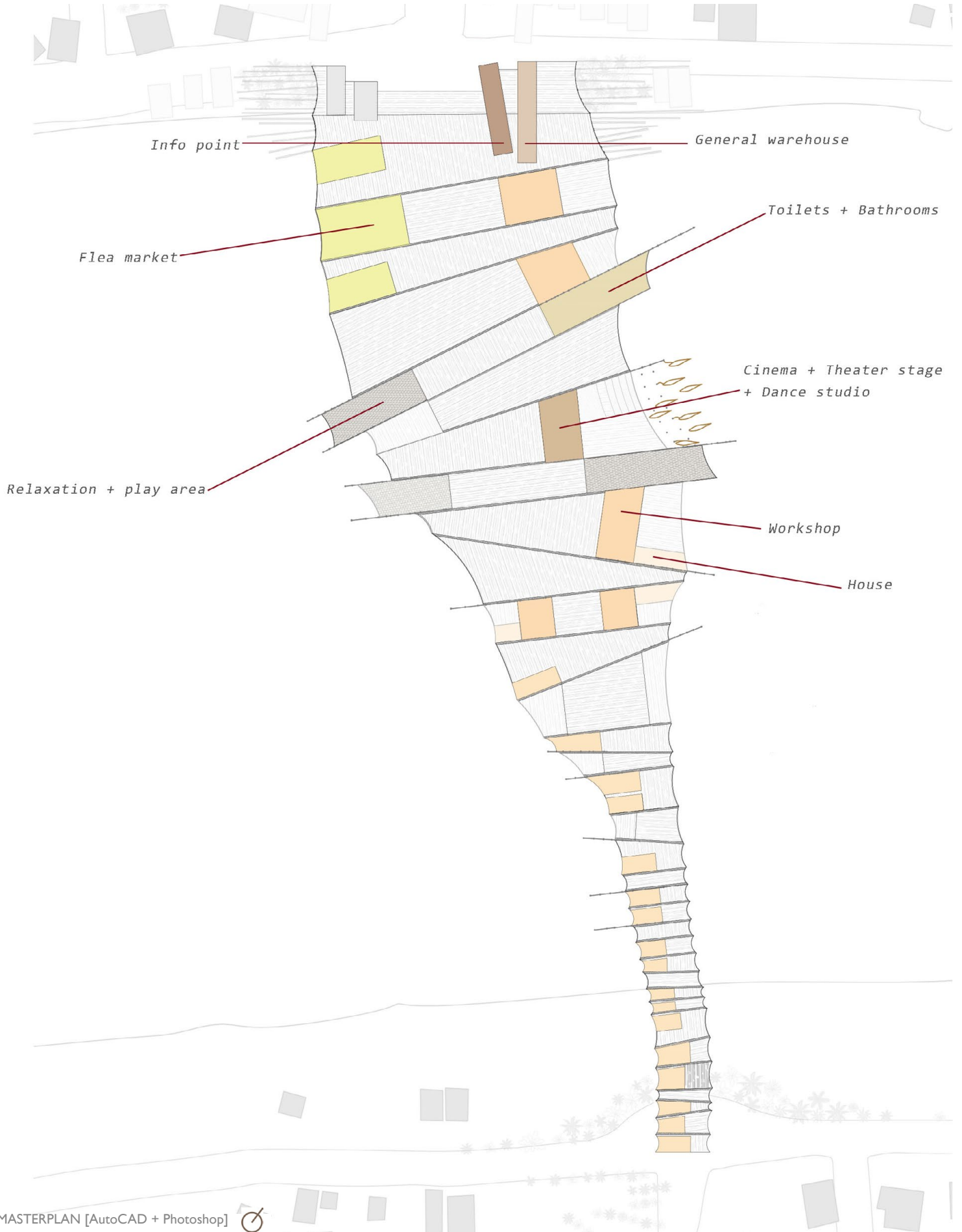
- Worked on the concept and design development based on site analysis
- Designed flexible housing units and communal facilities in accordance with local architectural regulations
- Developed spatial mixed-use layout of bridge functions (housing, workshops, market) enhancing the coexisting functions of the area
- Researched social and cultural living patterns and translated them into concept, strategies and design
- Produced sketches, 2D plans, 3D models, diagrams, construction details and created the booklet
- Material and building technique selection
- Organised, set clear deadlines and goals to the team
- Prepared laser-cut files and constructed physical model at 1:500 scale



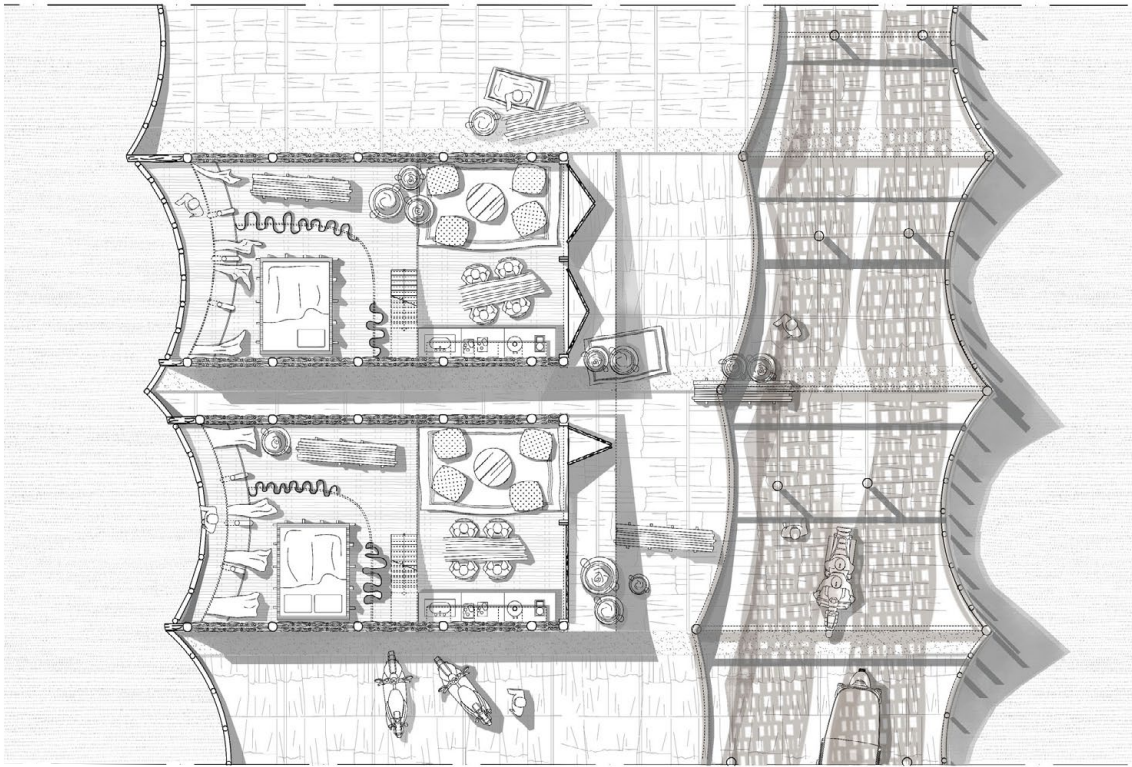
SITE ANALYSIS COLLAGE [Photoshop]



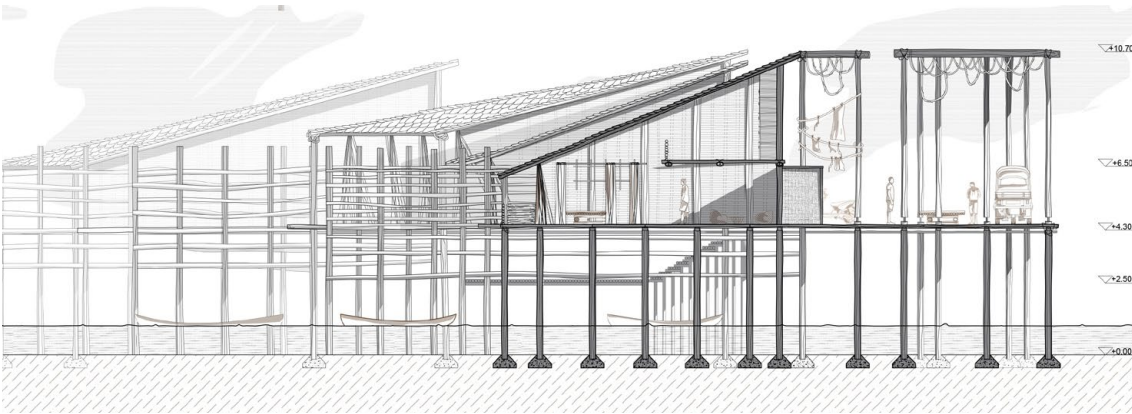
DESIGN EXPERIMENTATION [Hand Sketches]



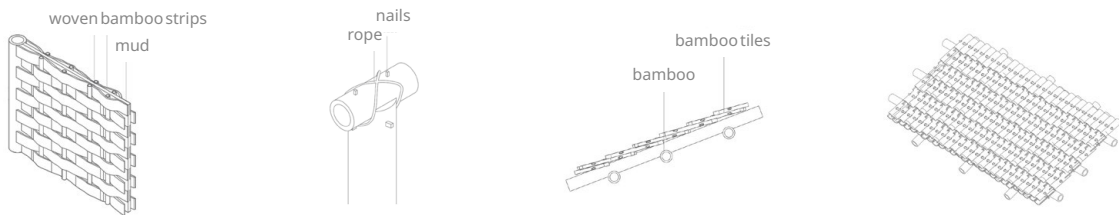
MASTERPLAN [AutoCAD + Photoshop]



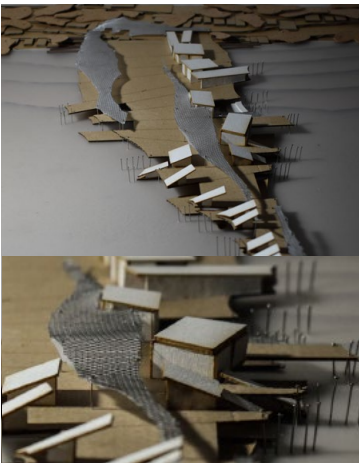
ZOOMED PLAN - RESIDENTIAL AREA [AutoCAD + Photoshop]



SECTION - RESIDENTIAL AREA [AutoCAD + Photoshop]



STRUCTURAL DETAILS [Rhinceros3D + AutoCAD]



SITE MODEL - Scale 1. 500



3D RENDER: CINEMA + DANCE STUDIO [Rhinceros3D + Twinmotion + Lightroom]

## LANDSCAPE DESIGN

Location | Thessaloniki, Greece

Key words | River, Park, Bridges, Communal, Public Space, Nature



This project develops a landscape design strategy along a stream, creating a sequence of spatial experiences that allow users to “escape” the busy urban fabric and reconnect with nature and each other. A network of pedestrian and cycling routes guides movement through distinct functional zones, reintroducing users to the natural presence of the stream. Some fragments of these paths are elevated, hovering above the stream, while others follow the natural slope down to the stream bed. Cycling routes are integrated throughout, either running parallel to or crossing the stream. Key interventions include an amphitheatre that follows the natural topography and a public library space, offering areas for gathering and relaxation. The design emphasises in minimal intervention, using natural materials such as wood and pebble to seamlessly blend with the landscape while enhancing accessibility and user engagement.

### Responsibilities

- Designed landscape strategy and spatial sequencing along the stream
- Developed pedestrian, cycling, and elevated route systems
- Selected materials and planting concepts for natural integration
- Designed key elements (amphitheatre, library space, gathering areas)
- Produced plans, sections, and visual representations
-



## MARKET RESTORATION

Location | Market in Ermou, Thessaloniki, Greece

Key words | Food market, Hotel, Library, Restoration, Listed building



This project focuses on the regeneration of a historic food market that has gradually lost its prominence over time, using minimal interventions to preserve its architectural identity. New functions are introduced to revive its former role in a contemporary way, while maintaining and extending the existing axes to create new functional nodes. The proposal reorganises circulation, enhances the central core, and adds new public and commercial uses. Different store typologies support varied interactions and accessibility, while additional programs, including a hotel and a library, expand the building's role within the city. Overall, the design revitalises the market as an active and adaptable urban space.

The utility programme includes:

Ground floor: Stores and seating areas

Loft level: Primarily storage spaces + Top of the lofts: Additional seating areas

Side buildings:

Building on Vasileos Irakleiou Street: hotel unit + Listed building on Ermou Street: library and reading room

There are three store typologies:

Type 1: Consists of a ground floor and a loft with an open-plan layout. Interaction with the corridor is limited to views through closed windows, as access is only from the interior. The loft is accessed via stairs located within the market.

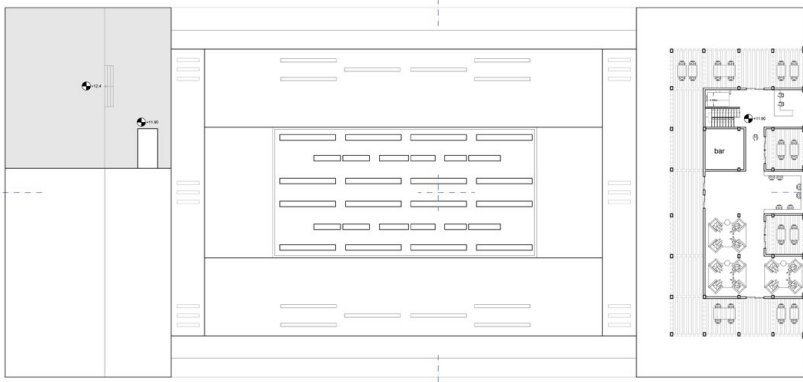
Type 2: Features opening windows but only external access, with no loft included.

Type 3: Includes a ground floor and a loft, with opening windows that allow both internal and external interaction. The loft is accessed via stairs located within the market.

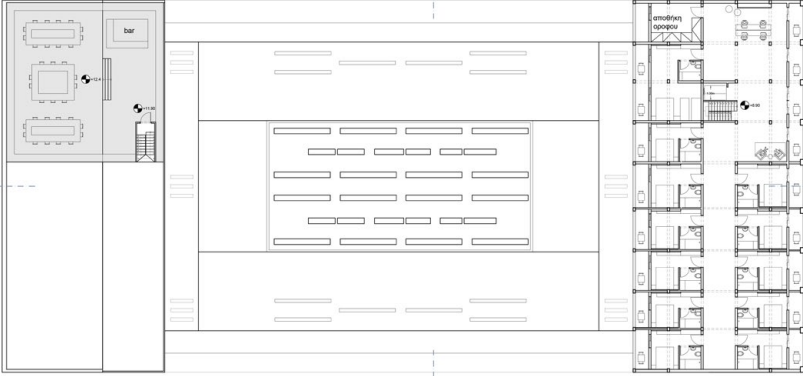
### Responsibilities

- Analysed existing building and historical elements
- Developed adaptive reuse strategy and functional zoning
- Designed store typologies and circulation system
- Proposed integration of new uses (hotel, library, public spaces)
- Produced architectural drawings and concept diagrams

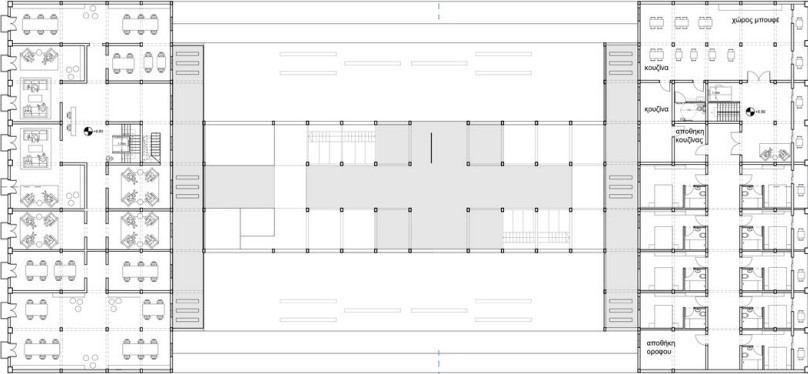




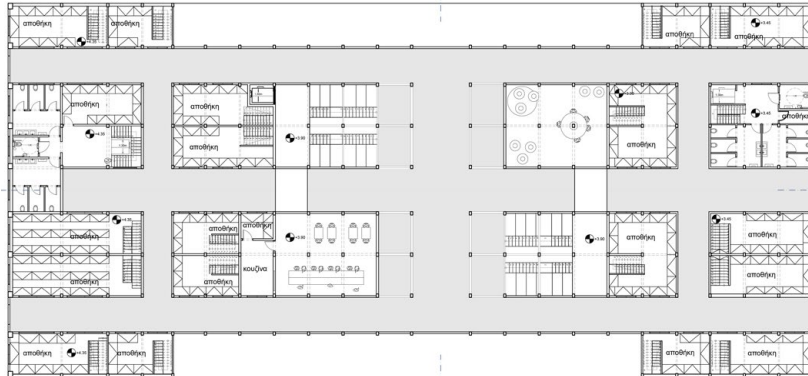
3RD FLOOR



2ND FLOOR



1ST FLOOR



MEZZANINE



GROUND FLOOR PLAN - Three types of stores with multiple services  
Right side: Hotel reception | Middle: common area + food court



ROOFTOP FLOOR - LOUNGE AREA - Scale 1.50



FIRST FLOOR - HOTEL - Scale 1.50



FIRST FLOOR - LOUNGE AREA - Scale 1.50



GROUND FLOOR - AGORA - Scale 1.50

## THE GRID - ARCHITECTURE SCHOOL

Location | Thessaloniki, Greece

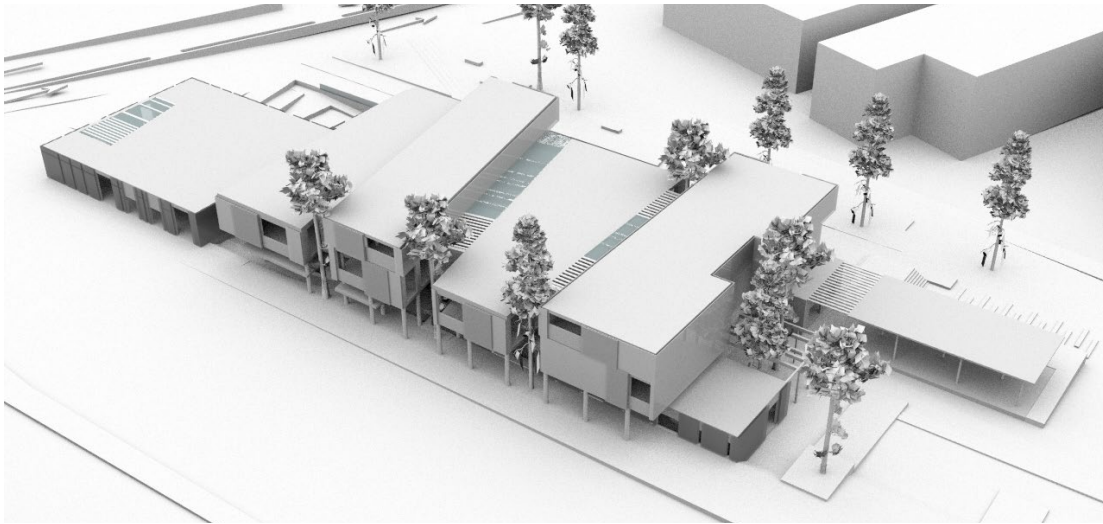
Key words | University, Nature, New development, Open spaces



It is often said that it is particularly challenging for an architect to design their own “home”, which makes this project especially special. Following site analysis, the main regional challenges were identified, and the concept addresses the lack of green spaces and public amenities in the area. It proposes an architecture school developed through a dual-grid system, creating visual escapes toward key points of interest such as the garden and the central courtyard. The composition consists of two buildings, separating the auditorium from the rest of the faculty and organising functions according to levels of privacy. The first floor is dedicated to laboratories, the printing centre, and the materials centre, while the second floor accommodates lecture spaces and offices. The ground floor of the main building is the most public, containing the foyer, cafeteria, exhibition hall, and library. Open-plan interiors, large communal areas, and integrated landscape elements enhance interaction and usability. A roof garden above the exhibition hall further strengthens the presence of nature. Visual connections, resting areas, and natural features such as an aromatic plant path shape the spatial experience, creating a learning environment that balances functionality, openness, and connection to nature.

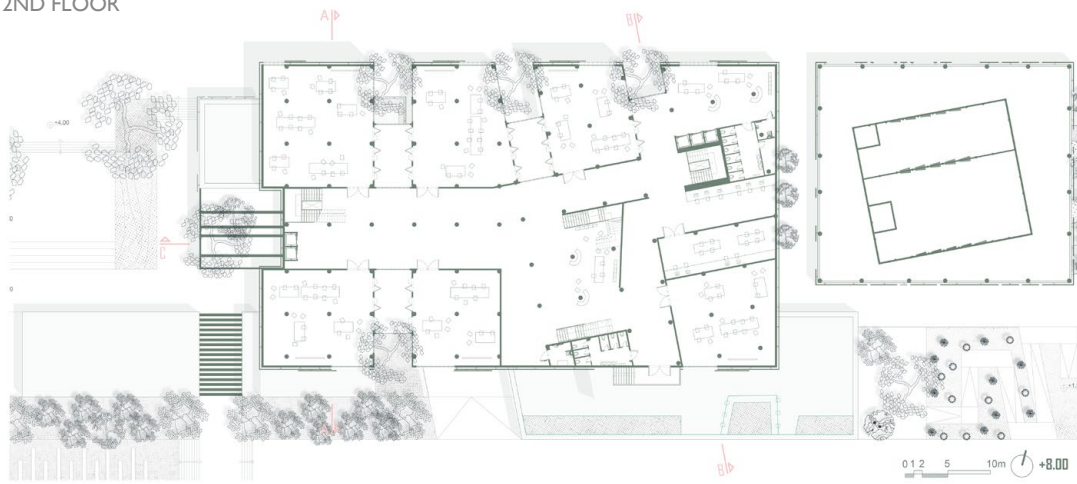
### Responsibilities

- Co-developed conceptual grid system and spatial composition
- Designed building layout and functional distribution
- Contributed to landscape and public space integration
- Developed open-plan interior strategies
- Produced drawings, diagrams, and presentation visuals

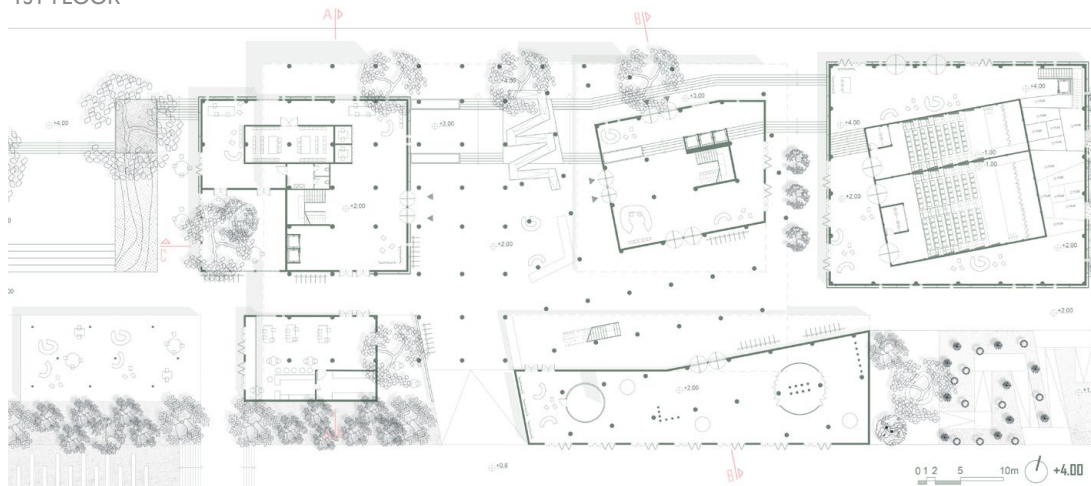


PLANS [AutoCAD]

2ND FLOOR



1ST FLOOR



CROSS SECTION A-A [Rhinceros3D + Photoshop]



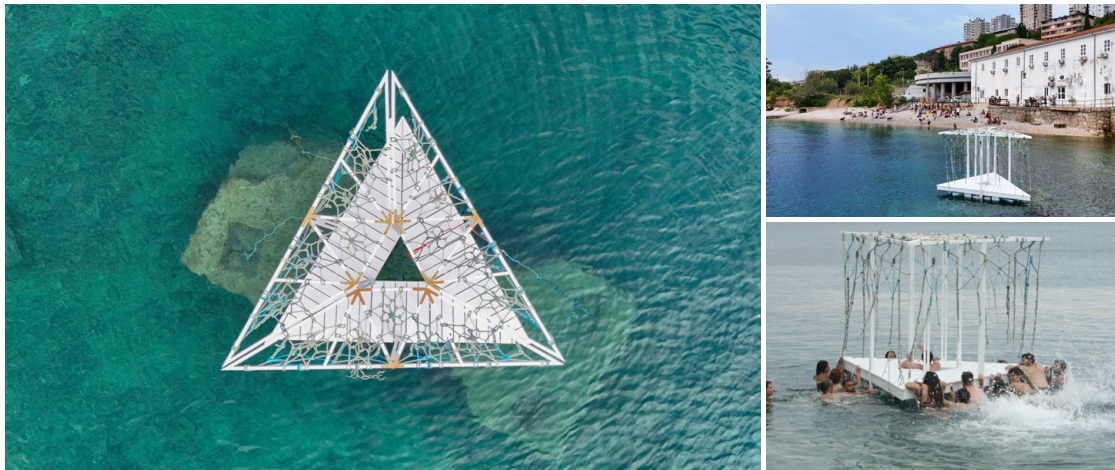
## PLIVATRI

Location | Rijeka, Croatia  
Role | Designer + Tutor

PlivaTri is a modular wooden pavilion anchored off the coast of Rijeka, conceived as a contemporary floating “temple” in the sea. Designed for both humans and dogs, it offers spaces for swimming, gathering, and reflection, responding to the lack of accessible public beach areas and creating a sensory dialogue with the water, city, and port. Its geometric form contrasts with the organic Adriatic Sea, while its open centre and surrounding walkway support varied uses such as swimming, lounging, and social interaction. Built using reused materials and ropes and inspired by traditional Croatian lace patterns, PlivaTri combines environmental awareness with Rijeka’s industrial heritage. Developed through a collaborative workshop, the project brings together sustainability, cultural references, and adaptable design. Together with fellow tutors, we guided a 19-member multidisciplinary team through the design and construction process. After its exhibition in the Adriatic Sea, the pavilion was donated to the NGO Urbani Separe for future reuse in pop-up events reconnecting residents with the water.

### Responsibilities

- Co-designed the pavilion from concept through design and development
- Developed structural details and planned the construction process
- Managed budgeting, material, and tool selection
- Planned workshop planning; created a detailed day-to-day schedule for construction tasks and goals
- Prepared cut-out sheets for the construction process
- Collaborated, coordinated and guided a 19-member multidisciplinary team through the construction of the floating pavilion
- Handled communication with other MEDS stakeholders and external partners
- Co-led co-creation workshops with participants
- Created presentation materials and delivered presentations
- Designed the ‘Plivatri’ website and Instagram content
- Managed project documentation and submitted publication materials to design magazines



AERIAL PHOTOS OF THE FINAL PAVILION



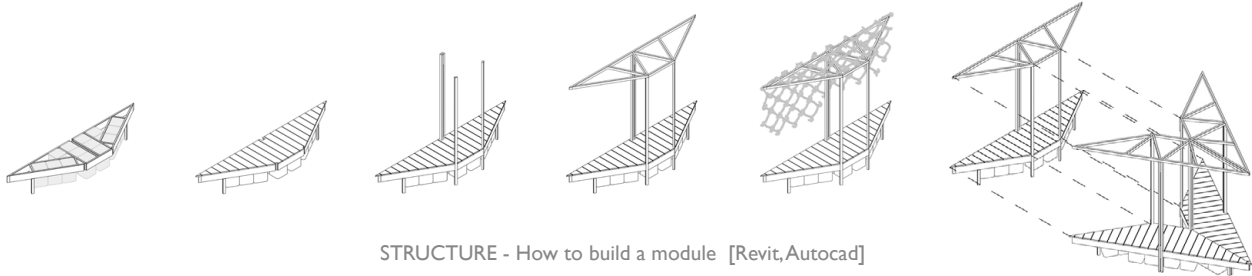
MODULAR STRUCTURE - 4 LAYOUTS



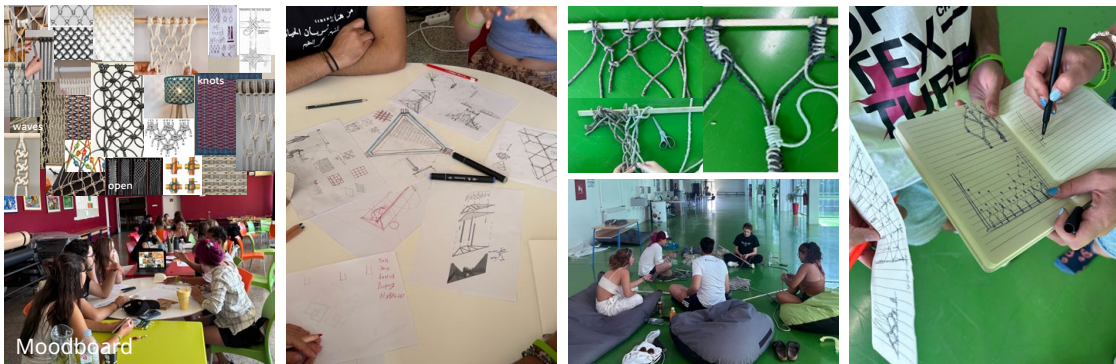
PROCESS - WOODWORKING, FACILITATING - PROJECT MANAGEMENT



SITE VISIT - Explaining and Discussing Challenges, and Location Details with the Team - Adjusting Design to Site Needs

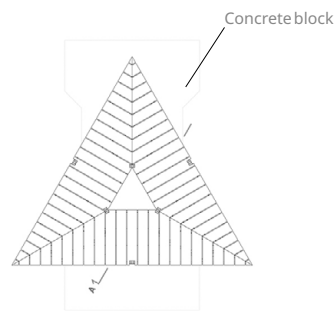


STRUCTURE - How to build a module [Revit, Autocad]

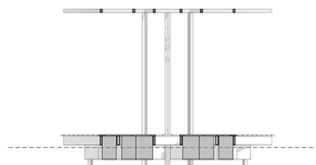


CO-CREATION WORKSHOP - Facilitating Rope workshop to design and experiment together with participants the rope design.

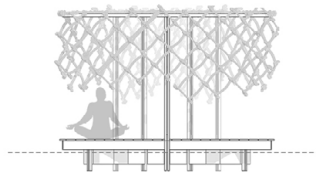
PLANS [REVIT]



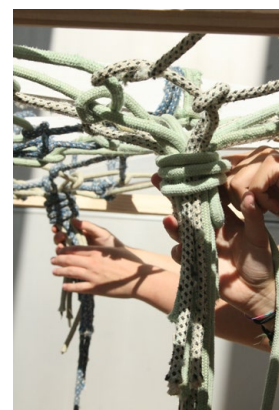
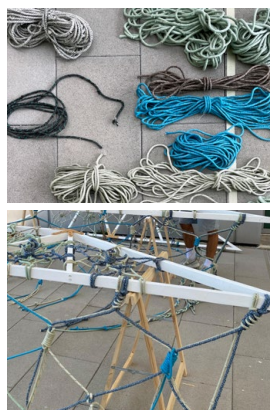
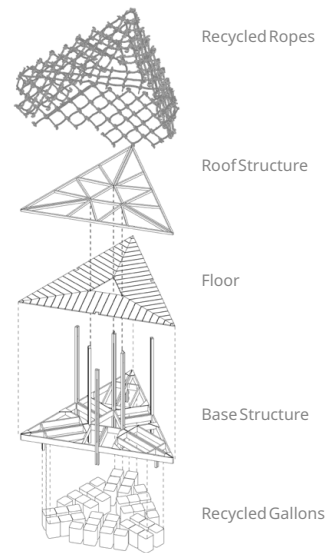
FLOOR PLAN



SECTION A-A



FRONT VIEW



Using locally sourced, recycled materials - Weaving patterns inspired by traditional Croatian lace

## DESIGN & CONSTRUCT WORKSHOPS

Role | Participant

This sample includes small-scale structures developed in international design-and-build workshops, constructed using wood, recycled materials, and sustainable techniques such as Shou Sugi Ban and traditional plinth construction. I participated in 9 workshops across 7 countries with international, multidisciplinary teams through MEDS, EASA, the Biennale Thessaloniki, and the Cyprus Architecture Association, focusing on hands-on construction, experimentation, and collective design processes.

### Responsibilities

- Participated in design (2D and 3D modelling)
- Collaborated within international, multidisciplinary teams
- Applied sustainable building techniques and materials
- Contributed to hands-on fabrication and assembly (woodworking, laser cutting, CNC, weaving)



CAA Cyprus 2024

MEDS Armenia 2023



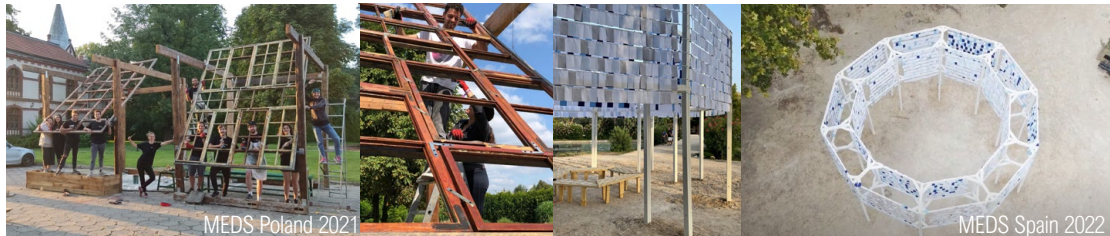
CAA Cyprus 2022



CAA Cyprus 2022



Thessaloniki Biennale 2022



MEDS Poland 2021

MEDS Spain 2022



EASA Switzerland 2019

EASA Switzerland 2019

## SAMPLE OF FREELANCE WORK

I am working as a freelancer designer though Fiverr (with a 5/5 Rating) where I do 2D Architecture Drawings, 3D Models and Visualizing Images using AutoCAD, Rhinoceros3D, Revit, Twinmotion and Adobe Suit.





Website: [leddesigns.net](http://leddesigns.net)



LinkedIn: [Leda Demetriadou](#)