

PORT FOLIO

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2017-2023

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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 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.

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

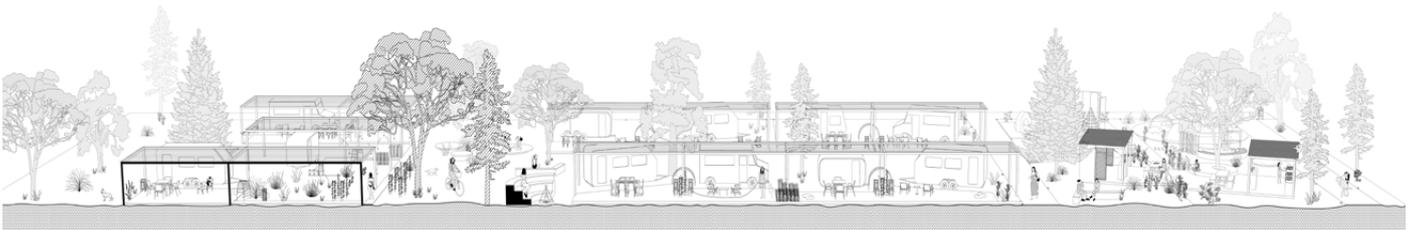
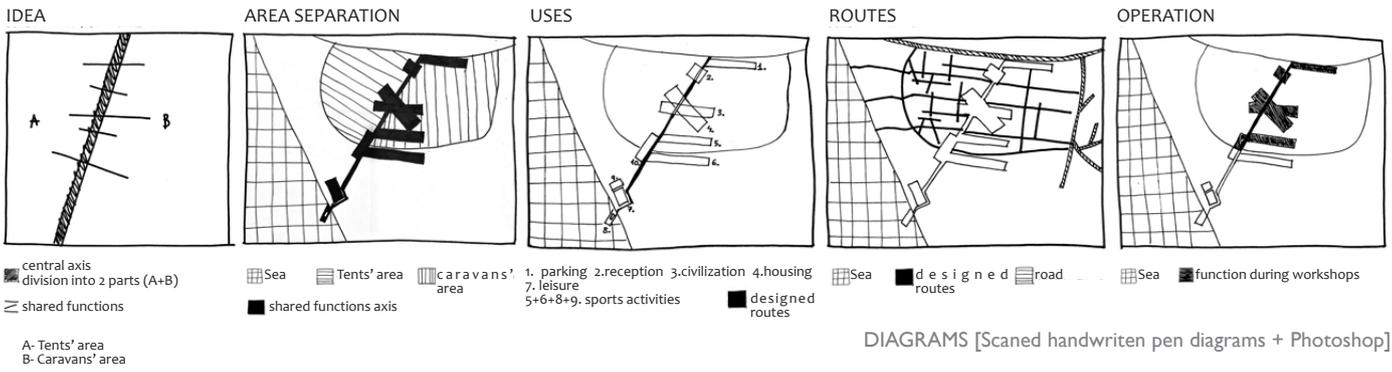
Key words | Camping site, redesigning, forest-seaside, DIY, wooden structures

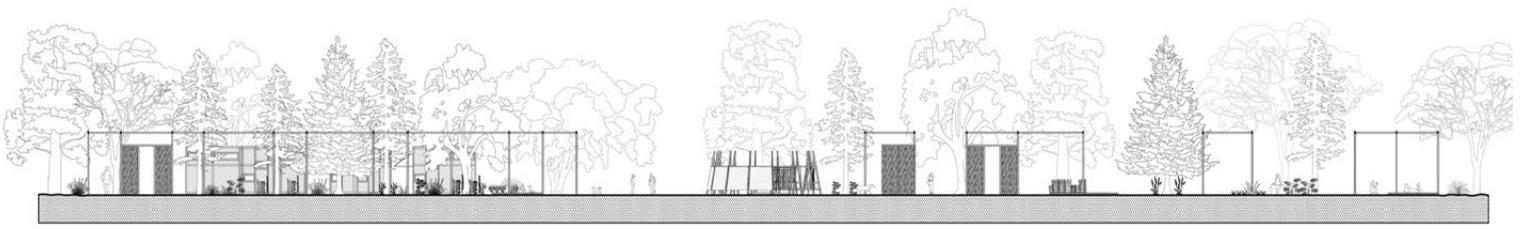


This diploma thesis combines the idea of do it yourself (DIY) and ephemeral living, redesigning the student's camp in Poseidi, Halkidiki, Greece in a different and playful manner, as this is a university camping, and would be beneficial to have a more direct relationship with education. But why redesign this camp in the first place? Firstly, it is necessary for this student's camping to be used not only during the summer period, but also all year round as a university facility of Aristotle University of Thessaloniki. This idea can offer plenty of benefits to the students and the university for educational and non – educational purposes. Currently the site is used only during the summer period, resulting in prevailing of bad conditions during the rest of the year and high maintenance costs. As a consequence, huge effort is required to restore the camping site for its summer use. Our personal experience in camping sites helped us to design and suggest a new, and more functional arrangement and functions for the site.

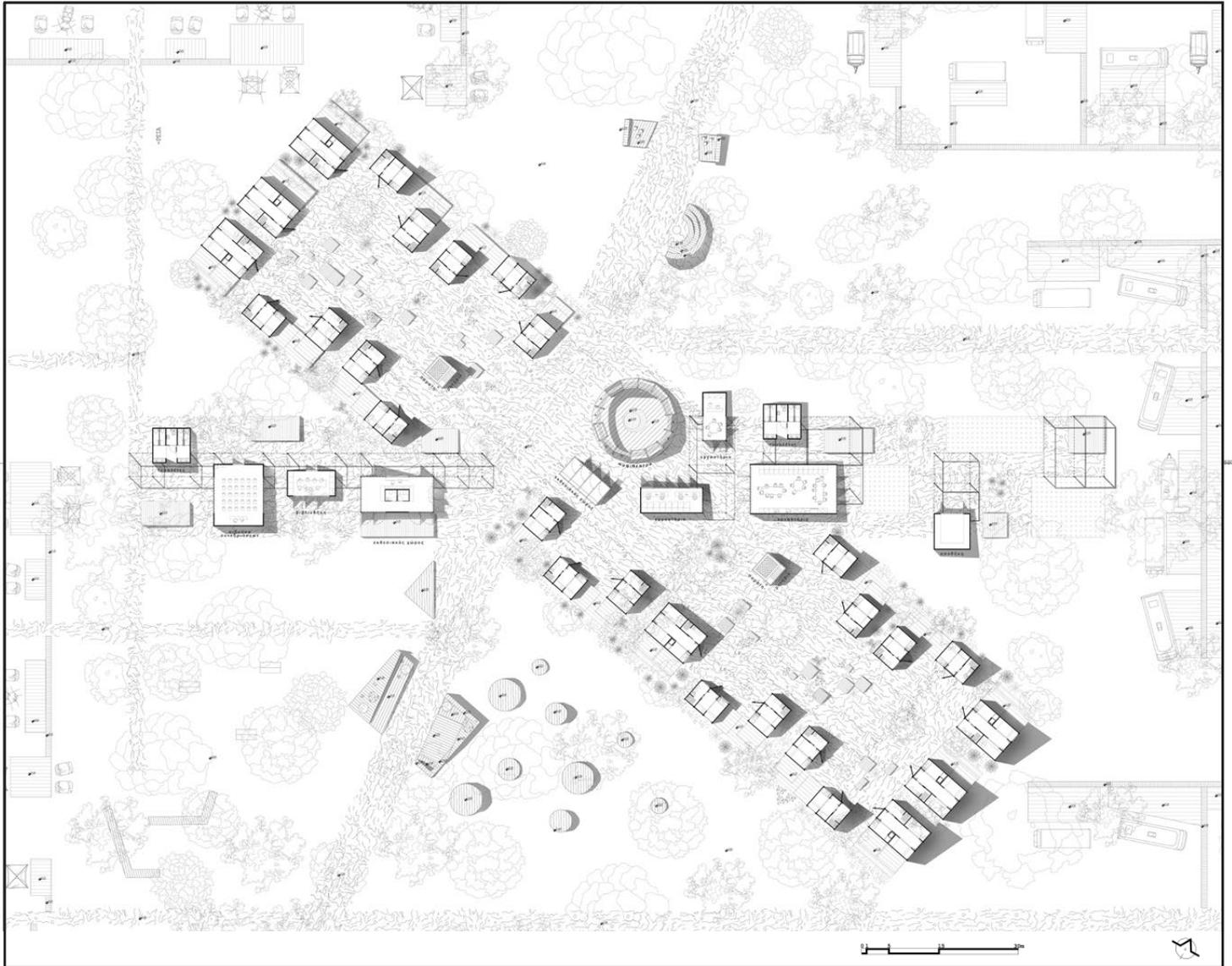
The desire to play led to the choice of geometries that are in part excerpts from classic games of our childhood memories. In addition to the above, a project extension in the future could be the construction of the same site by architecture students (or related fields) during educational workshops as the construction of all facilities is based on following simple instructions and using common materials.

Our proposal is based on the division of the premises of the camping area in two areas, one for the tents and one for the caravans, based on a central axis, where all the communal facilities are located. These common facilities are located in smaller-scale geometric areas. In addition, different arrangements for the communal facilities (WC, laundry, kitchen, barbeque area, playground) have been designed, which cater to the needs of the tent or the caravan area. The design processes and the materials (trodden soil, metal grid, wood) are specified by nature itself and give a sense of coexistence and inclusion with the natural summer landscape.

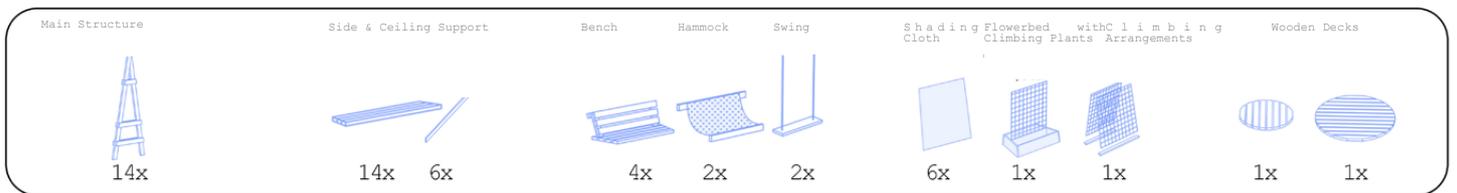




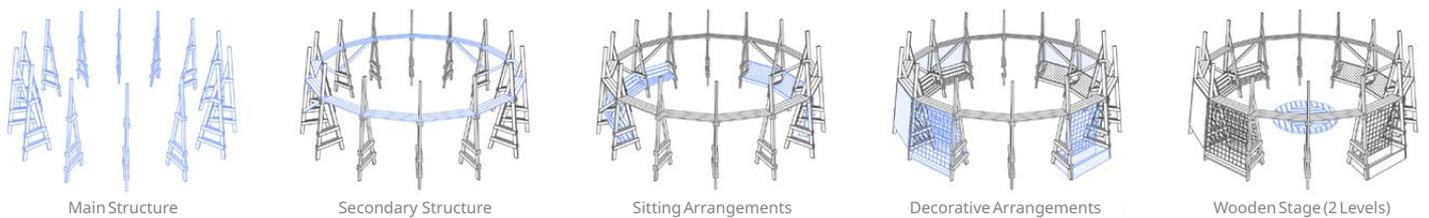
SECTION SHARED FUNCTIONS & SEMI-PERMANENT LIVING AREAS [Rhinceros3D + AutoCAD]



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



AMPHETHEATER ASSEMBLY SHEET - WOODEN STRUCTURE [Rhinceros3D + AutoCAD]



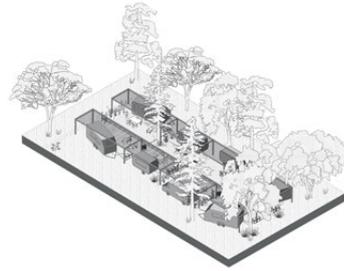
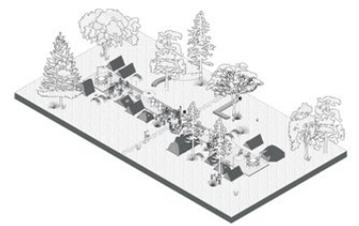
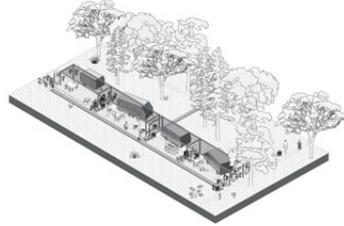
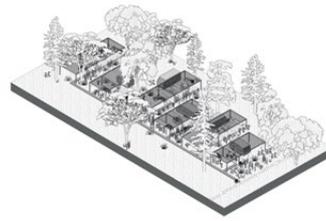
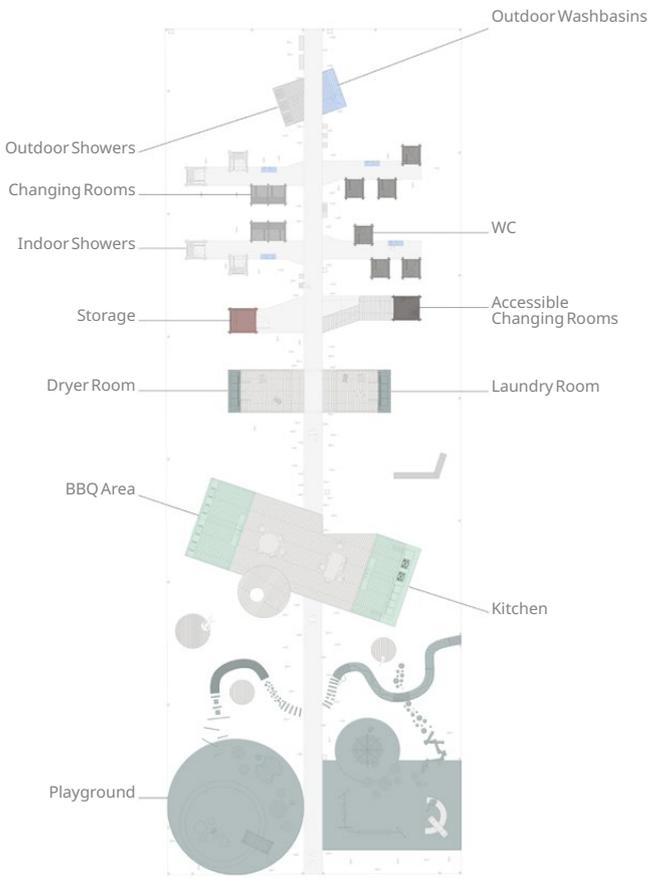
Main Structure

Secondary Structure

Sitting Arrangements

Decorative Arrangements

Wooden Stage (2 Levels)

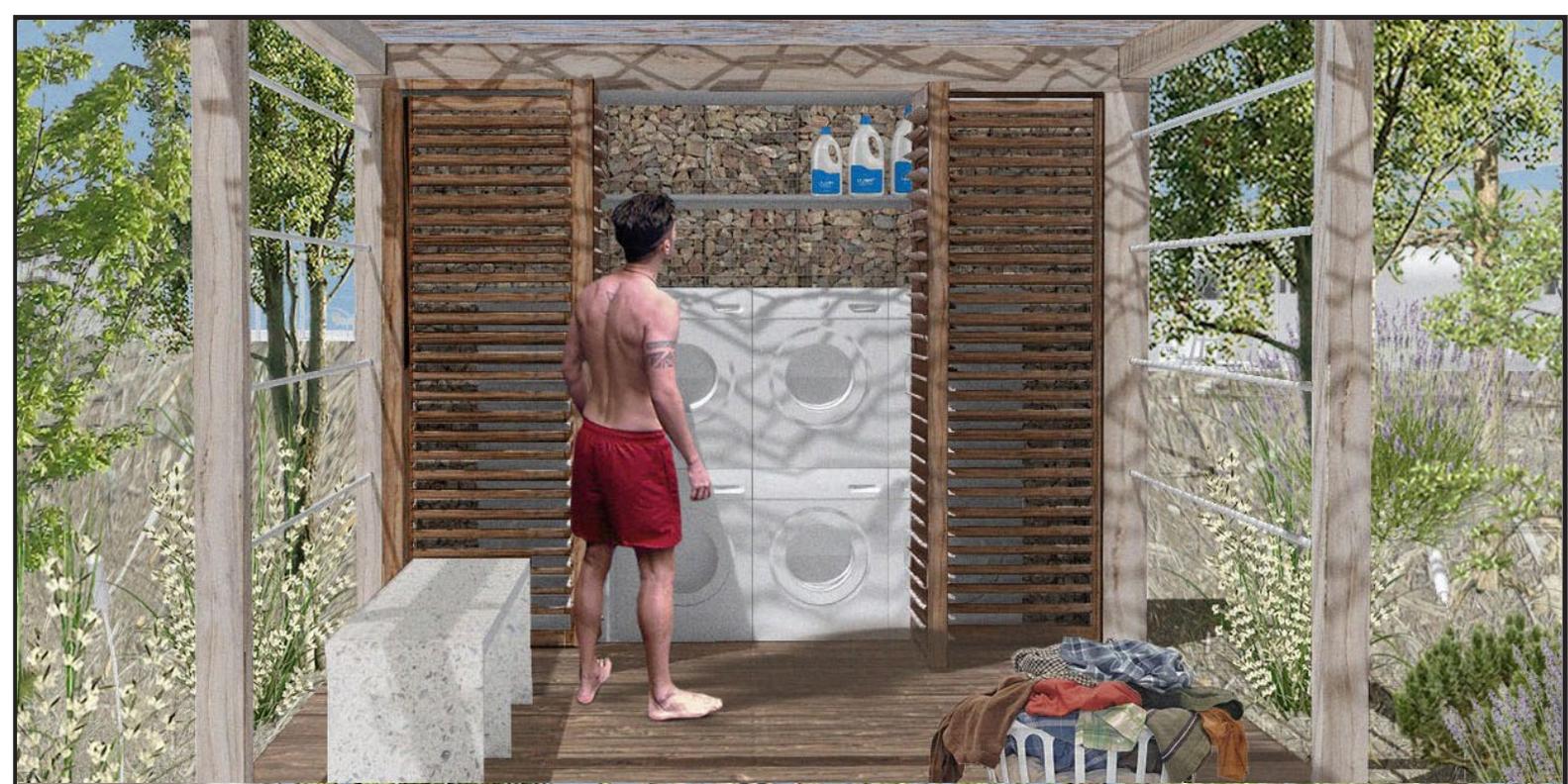


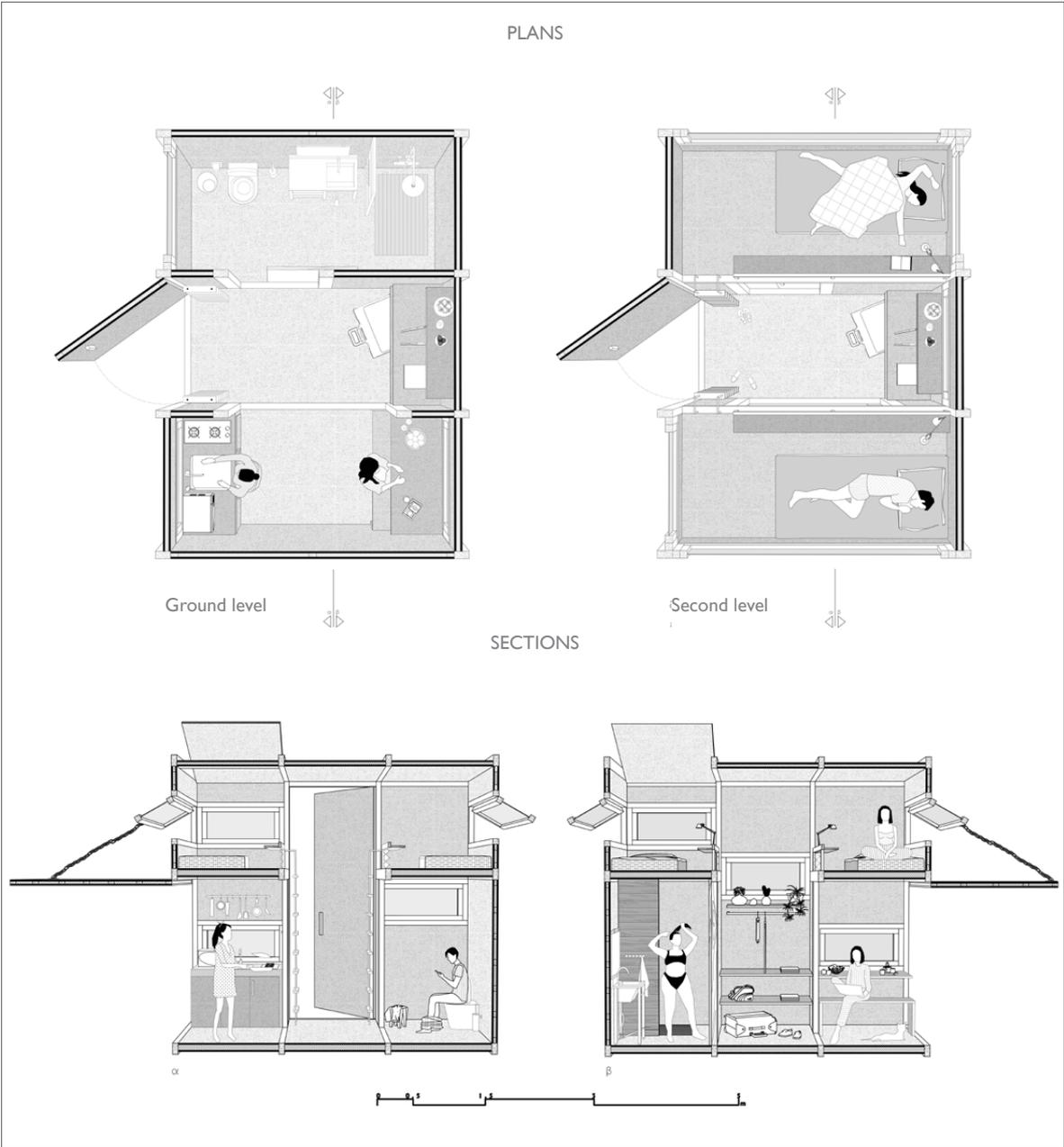
FUNCTION PROGRAM DIAGRAM [AutoCAD + Illustrator]

CARAVAN & TENTS LAYOUTS - AXONOMETRICS [Rhinceros3D + Illustrator]

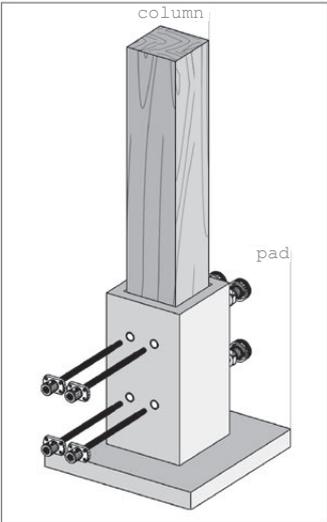


CARAVAN & TENTS LAYOUTS & COMMUNICAL SPACES (PARK, BATHROOMS, KITCHEN) - PLAN [Rhinceros3D + Illustrator]

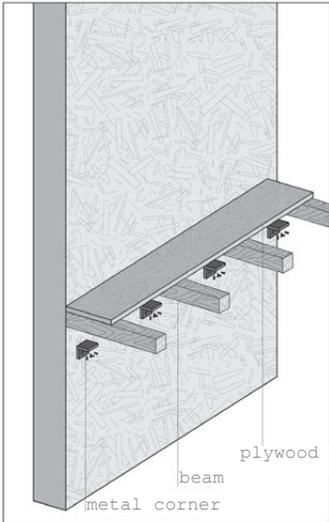




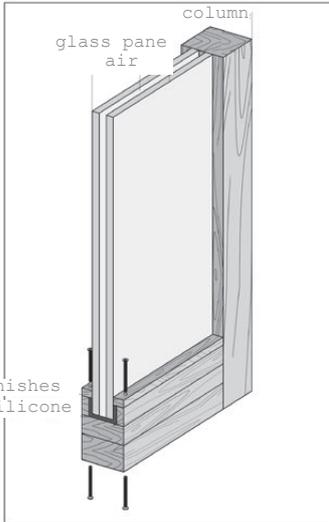
SEMI-PERMANENT RESIDENCIAL STRUCTURE FOR TWO PEOPLE [Rhinceros3D + AutoCAD + Photoshop]



Foundation



Floor

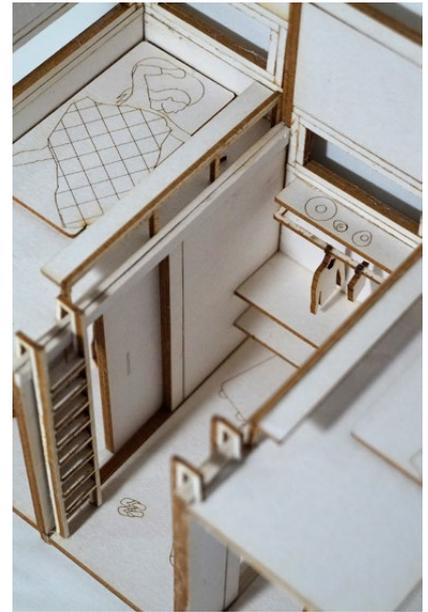


Window frame

STRUCTURAL DETAILS [Rhinceros3D + AutoCAD + Photoshop]



WOODEN RESIDENTIAL UNIT | Scale 1.25



MASTERPLAN | Scale 1.2000



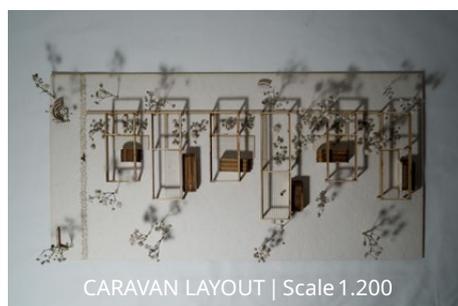
TENT LAYOUT | Scale 1.200



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



The proposal envisions a future for living in Eindhoven, where diverse functions, landscapes, and people coexist, while nature seamlessly blends with the community. Eindhoven currently faces a major departure of internationals, due to lack of connection with the city. Furthermore, based on Eindhoven's 2030 strategy, there is a growing need for innovation hubs to attract start-ups, entrepreneurs, and talent, stimulating the economy for both internationals and locals, as well as houses to host them. The layout includes of two major strips: the residential at the periphery of the site harmonize with the existing residential areas around and a middle strip for retail in the middle of the site. Between these strips makerspaces are located, where products are created and then sold in the retail strip.

A variety of building typologies following a modular design is integrated into the neighbourhood, including fully residential slabs with shared functions, towers with mixed uses and large apartments, row houses with family homes, attracting a diverse audience to work, live, relax, and socialize in the same space. These buildings, with shared inner courtyards host communal functions (park, field, greenhouse etc), offer both private and public areas for social interaction, with urban living spaces active 24/7, providing dining facilities, activities, and spaces for gathering, relaxation, and communication. Targeted residents are chosen for each apartment/room typology based on 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 center of activity, with shared facilities and direct courtyard access promoting informal interaction and connection.

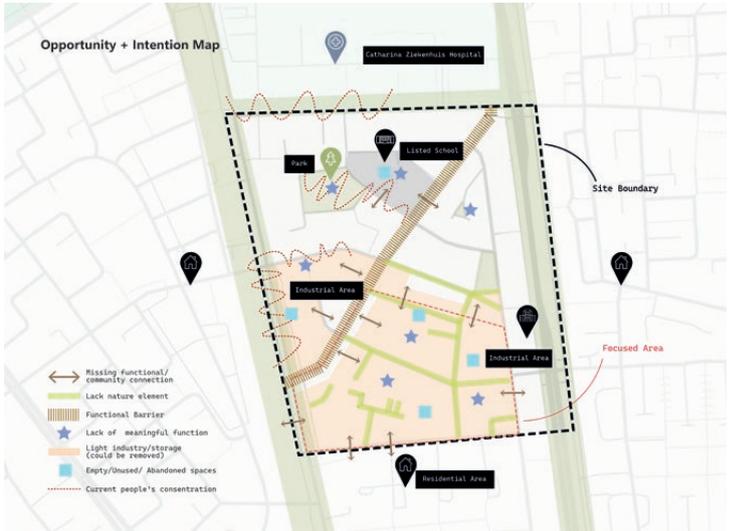
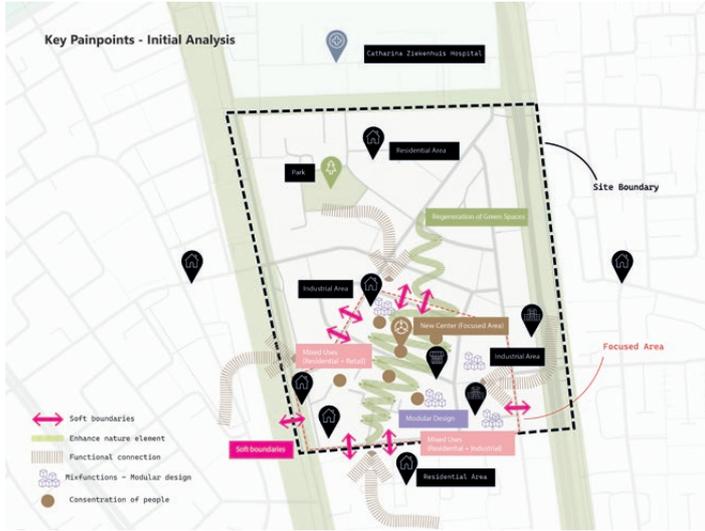
This proposal aims to bring people closer to both nature and the community while incorporating sustainable materials and practices. A key element of the design is the integration of nature, bridging the disconnection between the industrial area and its natural surroundings through courtyards, private terraces, and a greenery strip at the center of the site, which mimics the perimeter greenery and reintroduces the missing natural element to the area. Buildings are arranged around semi-public courtyards with communal gardens, playgrounds, and social spaces that residents can adapt over time, fostering a sense of connection and offering natural areas for relaxation and movement.

The proposal incorporates the "15-minute city" concept from the Eindhoven 2030 strategy, where everyday activities are within walking distance. However, this approach may face challenges, as people might miss opportunities for larger community gatherings. Ultimately, this proposal promotes well-being and a sustainable lifestyle within the neighbourhood.



HISTORIC ROAD AND BUILDING ANALYSIS [Photoshop]

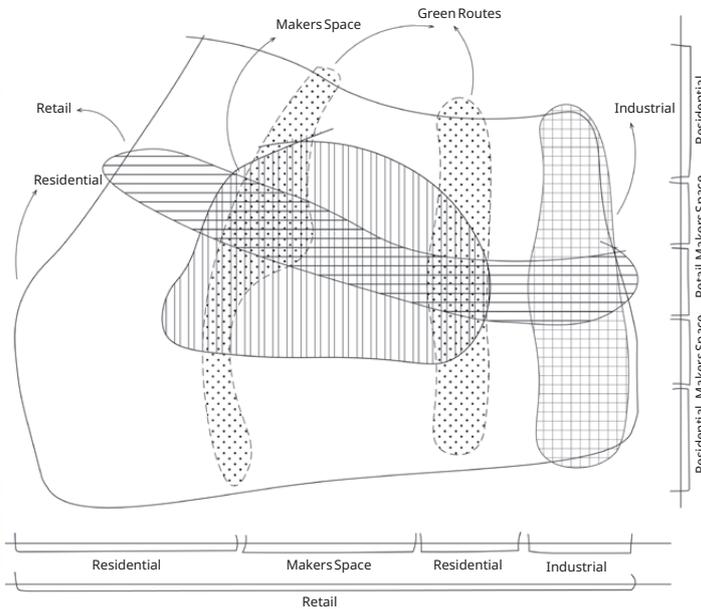
SITE ANALYSIS [Illustrator]



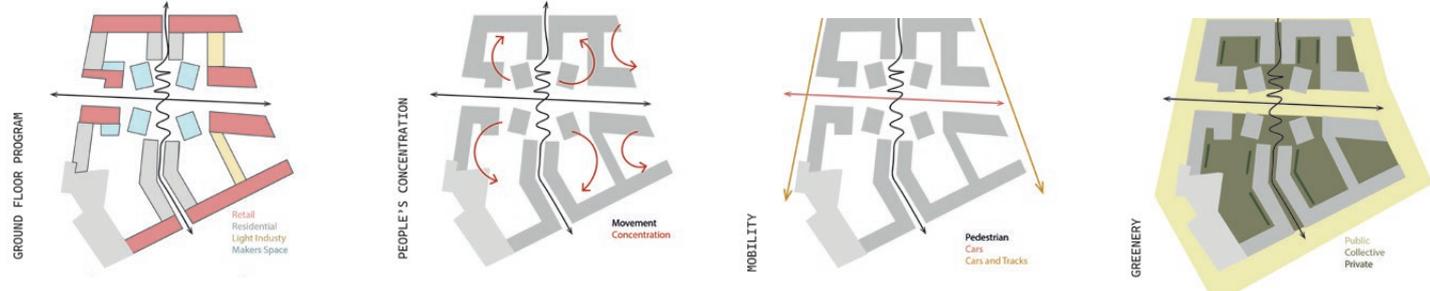
KEY PAINPOINTS + STRATEGY MAP [AutoCAD + Illustrator]



SITE ANALYSIS [Rhinoceros3D]



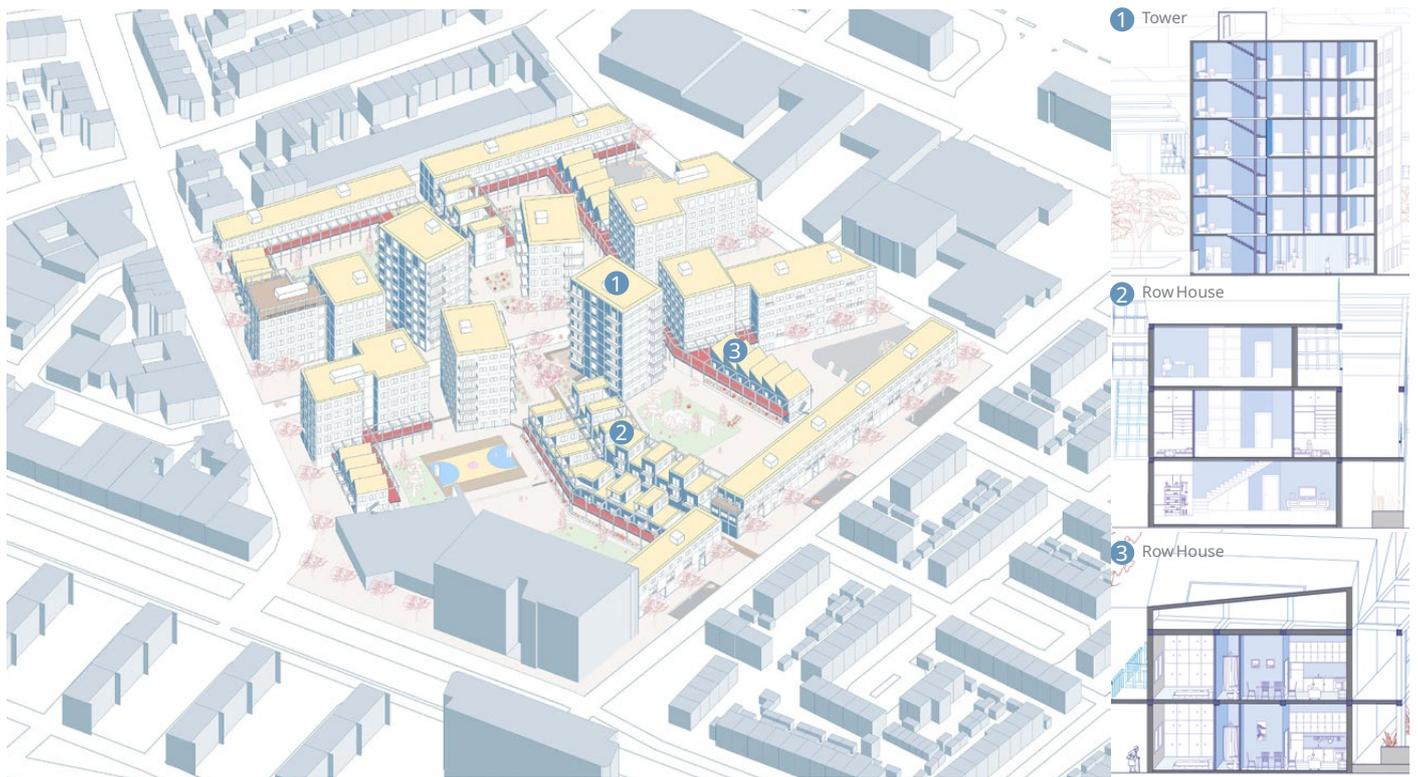
SITE STRATEGY DEVELOPMENT [Illustrator]



SITE DIAGRAM ANALYSIS [Illustrator]



SITE MODEL [Plywood, Spray Paint, flowers]

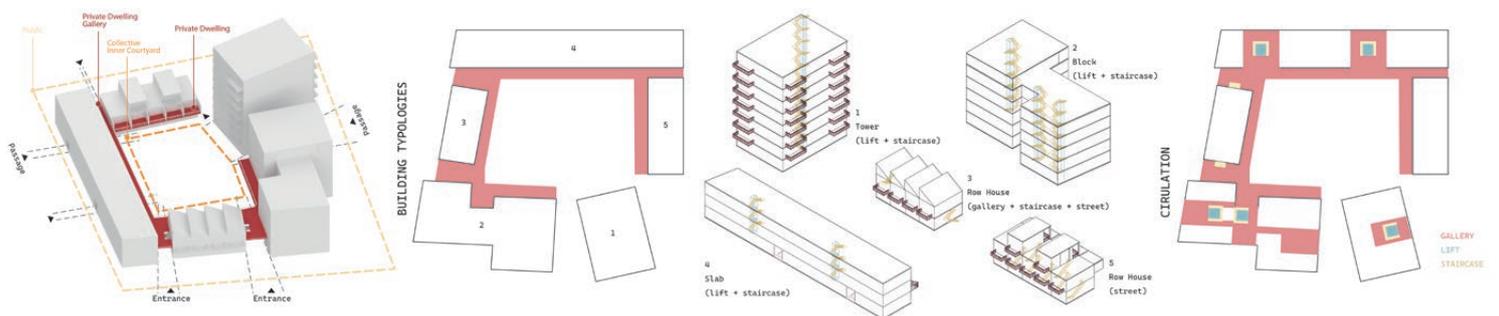


3D MASTERPLAN [Rhinceros3D + Illustrator]

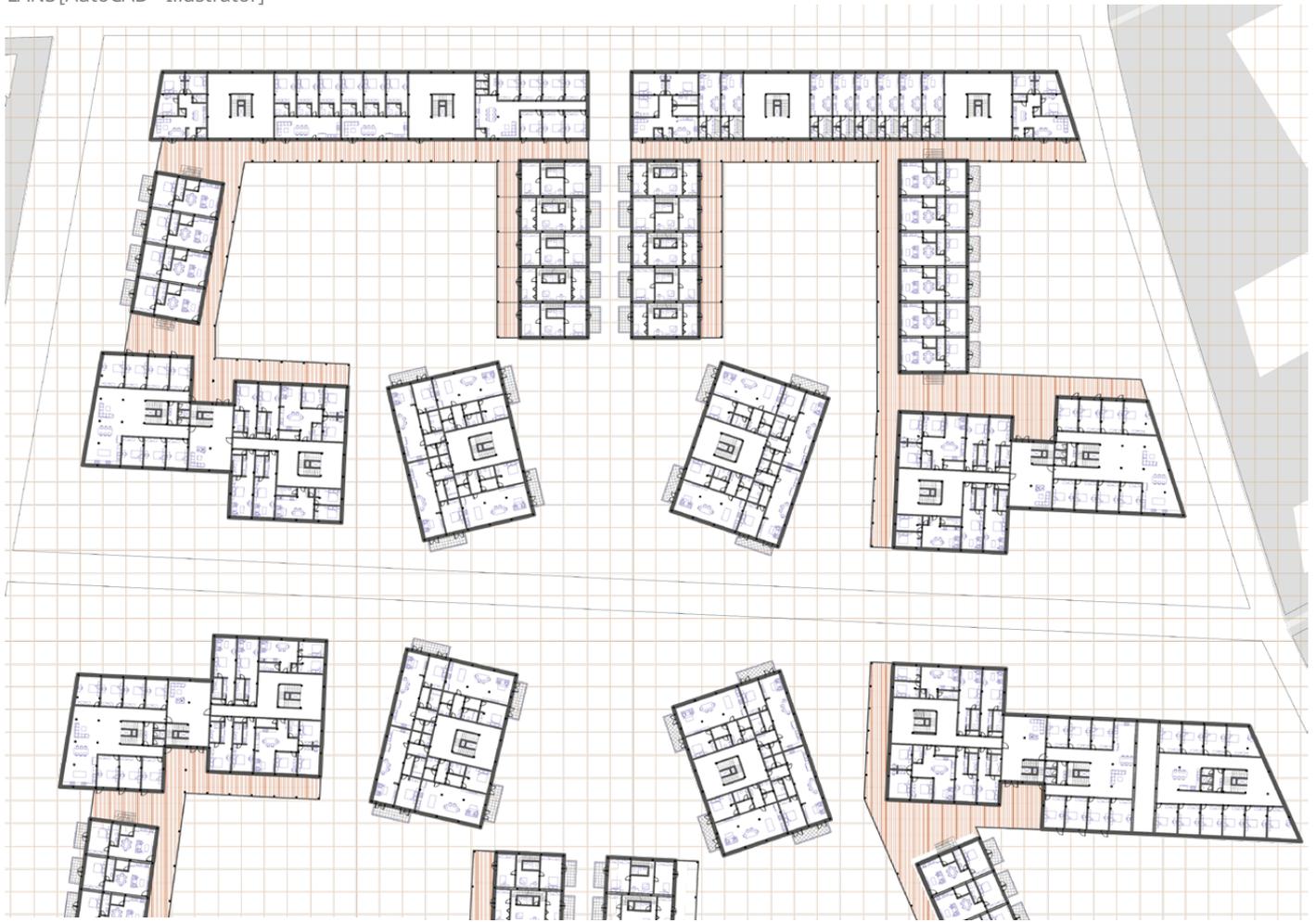
AXONOMETRIC SECTION [Rhinceros3D + Illustrator]



SECTION [Rhinceros3D + AutoCAD + Illustrator]



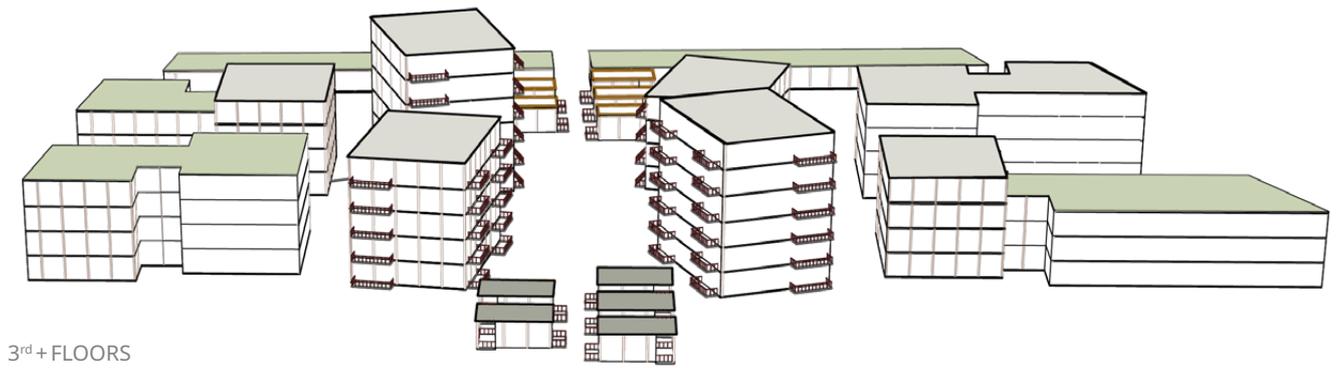
PASSAGE/ ENTRANCE / PATWAYS + BUILDING TYPOLOGIES + MOVEMENT [Rhinceros3D + Illustrator]



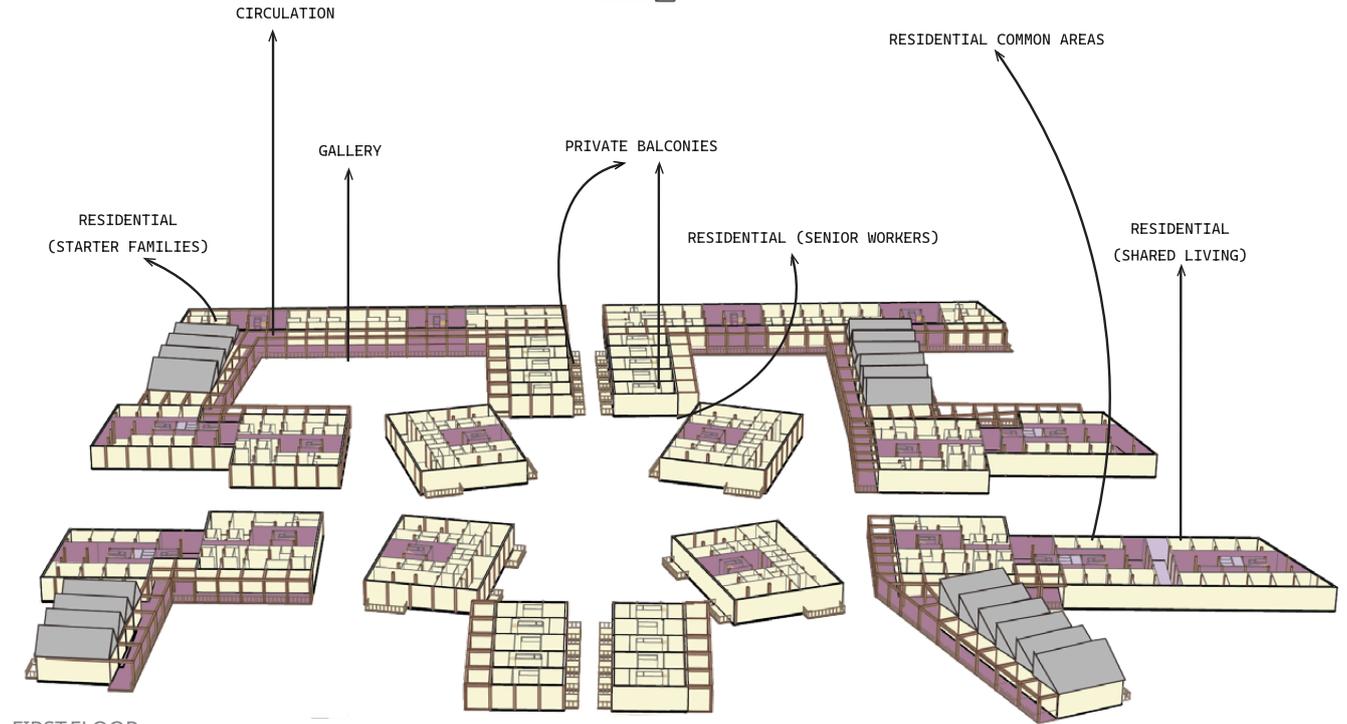
FIRST FLOOR | SCALE 1.500  Legend | Circulation 2500m² Gallery 1100m² Common Functions 130m² Residential 7500m² Number of Dwellings 134



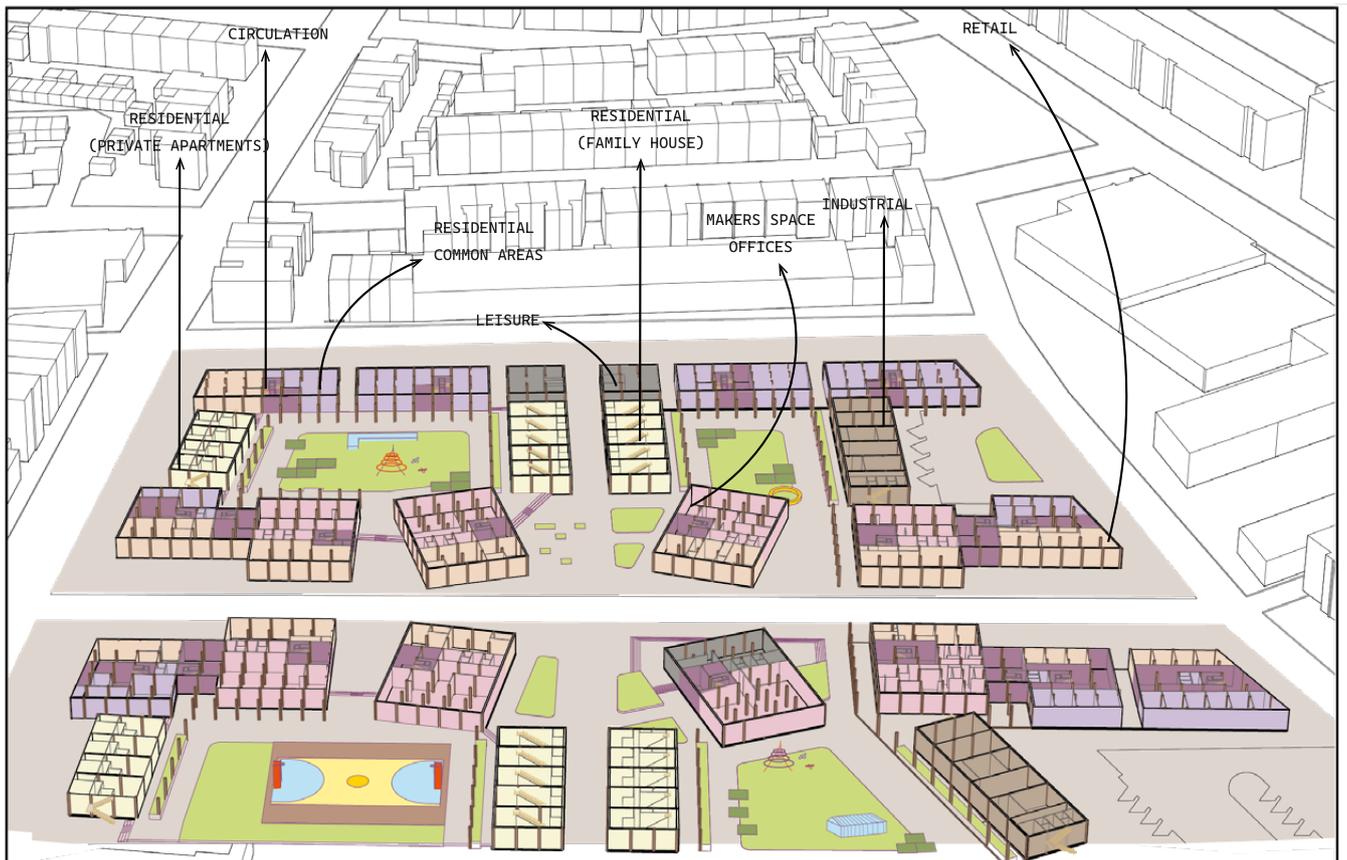
GROUND FLOOR | SCALE 1.500  Legend | Circulation 1000m² Common Functions 1850m² Residential 1500m² Industrial 550m² Retail 2000m² MakersSpace/Offices 3700m² Number of Dwellings 21



3rd + FLOORS



FIRST FLOOR

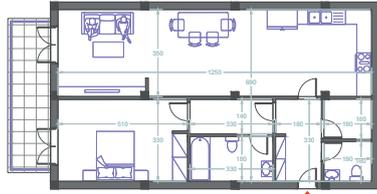


GROUND FLOOR

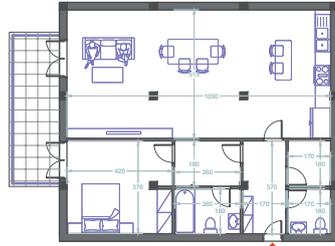


SENIOR WORKERS

Were living in a small apartment before and wanted something bigger, better and with nicer view. Don't have 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)
[86m²]
SENIOR WORKERS



'TYPE 8B'
1-2 PEOPLE
APARTMENT (PRIVATE)
[94m²]
SENIOR WORKERS



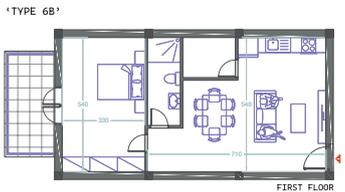
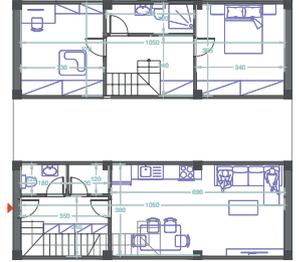
YOUNG WORKERS [2]

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.

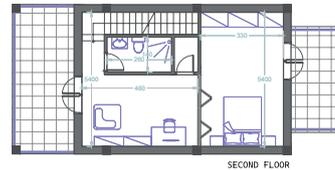


'TYPE 4'
STUDIO
1-2 PEOPLE
[30m²]
STUDENTS
YOUNG WORKERS

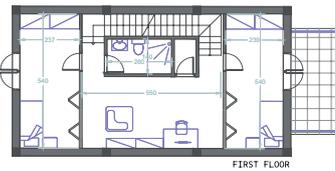
'TYPE 5'
APARTMENT
1-4 PEOPLE
[80m²]
STARTER FAMILIES
YOUNG WORKERS



'TYPE 6B'



'TYPE 6A'
APARTMENT (PRIVATE)
1-2 PEOPLE
[57m²]
ELDERLY
STUDENTS
YOUNG WORKERS

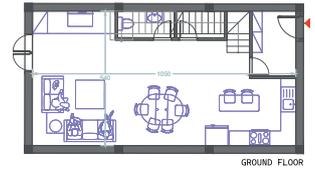


'TYPE 7A'
3-4 PEOPLE
HOUSE (PRIVATE)
[157m²]
FAMILIES
STARTER FAMILIES



(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.



'TYPE 7A'
2-3 PEOPLE
HOUSE (PRIVATE)
[113m²]
FAMILIES
STARTER FAMILIES



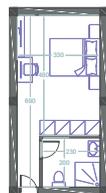
ELDERLY

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.

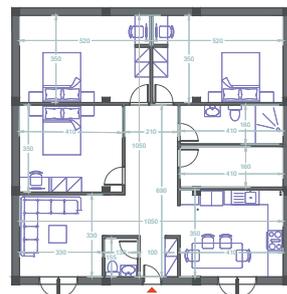
'TYPE 1'
ROOM (+SHARED FUNCTIONS)
1 PERSON
[15m²]
STUDENTS



'TYPE 2'
STUDIO
1 PERSON
[24m²]
STUDENTS
YOUNG WORKERS



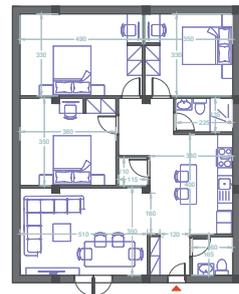
'TYPE 3A'
SHARED APARTMENT
3-6 PEOPLE
[18m²] ROOM
[110m²] APARTMENT
STUDENTS
YOUNG WORKERS



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
[14m²] ROOM
[90m²] 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, mix use

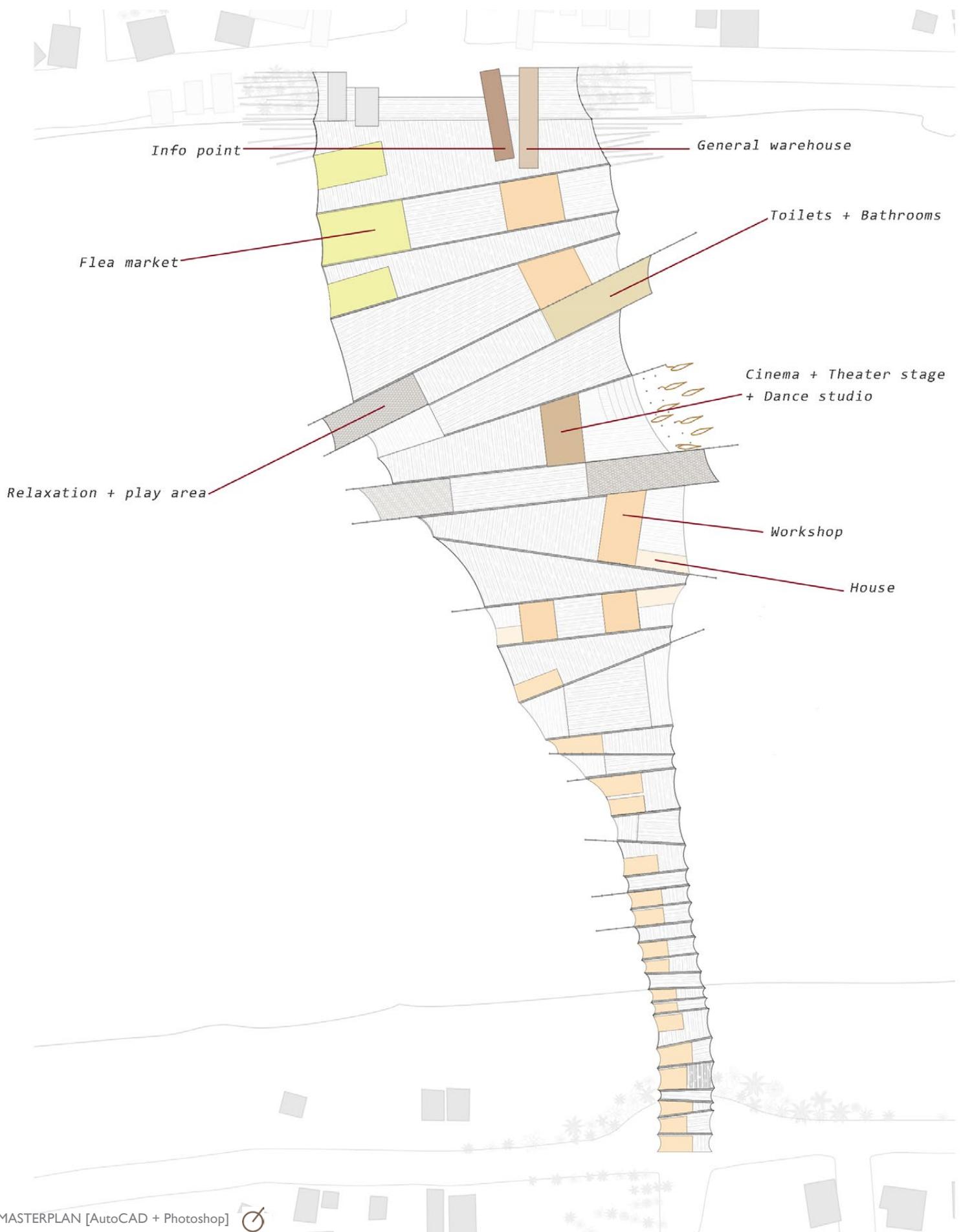
[Link](#)



This proposal aims in creating new housing for artists who were evicted from their homes (as is the case in White Building, Cambodia). 20 new house units of different sizes, are proposed, with open plan, flexible layouts (divided by curtains) and are fully open on two sides. The houses do not contain private bathrooms nor toilets, but two central buildings support everyone on the bridge, following the local norms.

On the bridge there are five workshops, where artists can work, and are open to the public regardless of age. The products that produced in these workshops can be sold at the flea market (on the bridge) that is an extension of the existing market on the shore.

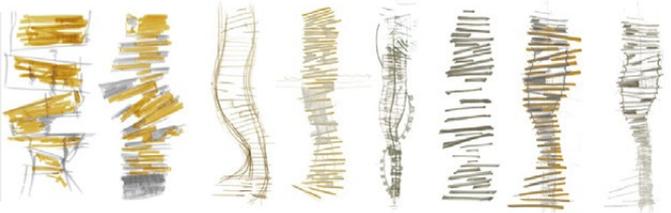
Also two relaxation and amusement areas are proposed which are opposite to a «boat through» cinema and a dance studio. The movement on the bridge includes motorcycles, tuk-tuk and people coexisting, coincidentally as it is something that happens in their daily life.



MASTERPLAN [AutoCAD + Photoshop] 



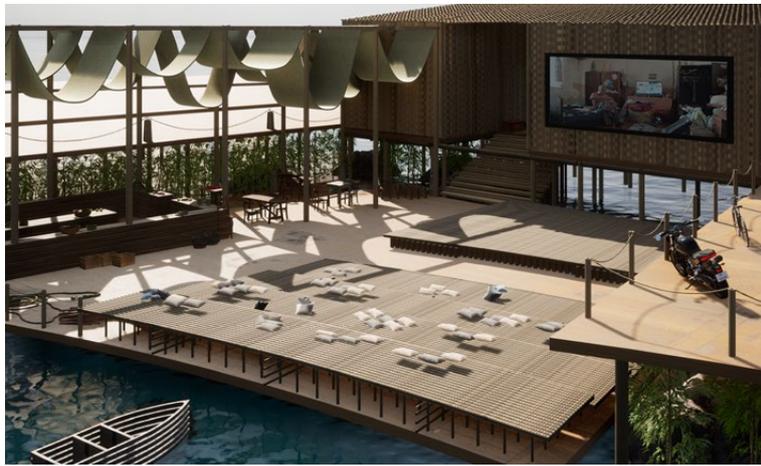
SITE ANALYSIS COLLAGE [Photoshop]



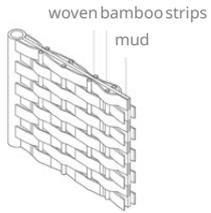
DESIGN EXPERIMENTATION [Hand Sketches]



SITE MODEL - Scale 1:500



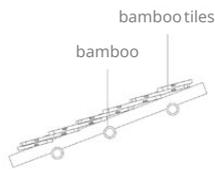
3D RENDER: CINEMA + DANCE STUDIO [Rhino3D + Twinmotion + Lightroom]



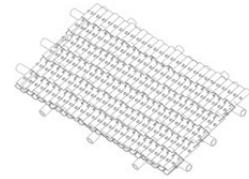
woven bamboo strips
mud



nails
rope



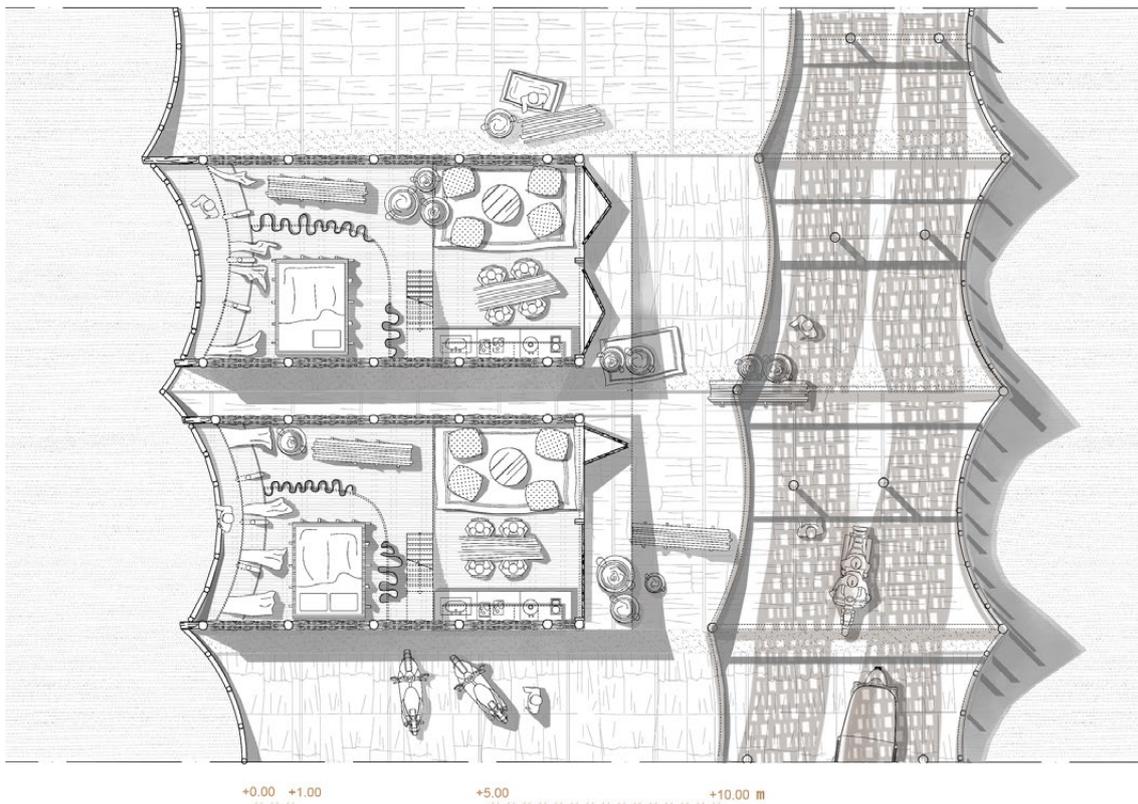
bambootiles
bamboo



STRUCTURAL DETAILS [Rhino3D + AutoCAD]



SECTION - RESIDENTIAL AREA [AutoCAD + Photoshop]



ZOOMED PLAN - RESIDENTIAL AREA [AutoCAD + Photoshop]

LANDSCAPE DESIGN

Location | Thessaloniki, Greece

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

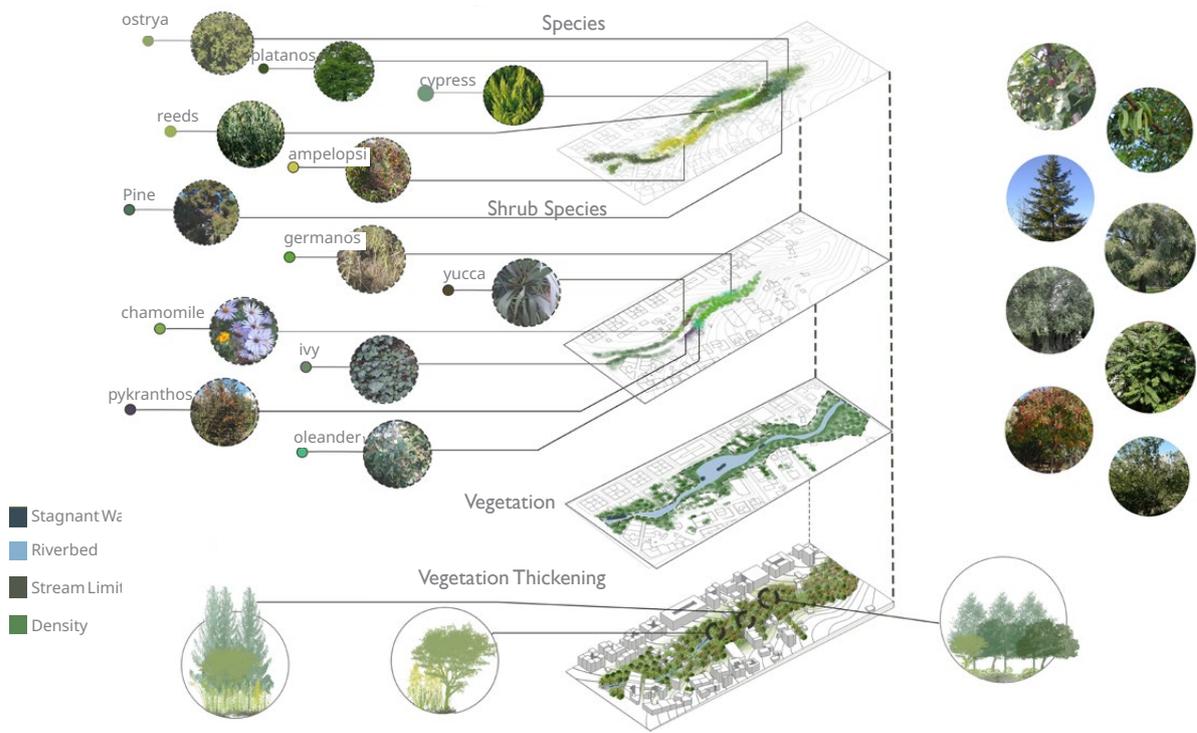


The goal of this design is to create spaces that 'escape' from the busy and overwhelming urban fabric, spaces where the natural element will dominate and users will have the opportunity to enjoy and relax. Initially we created fragments of distinct functions along the stream, where they are separated according to their use.

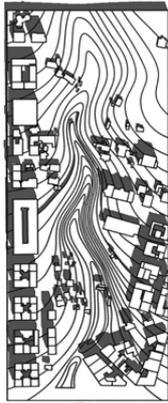
We designed fragments of elevated routes, which appear in various places and a pedestrian ground route following the stream. The purpose of these fragments is to entice the walker to follow the paths, which introduce him to the stream, various functions and then lead him out again. These fragments, in some cases, hover over the stream and in others follow the slope of the stream leading the walker to the stream bed. At the same time in the stream bed we created a route along the entire length of the stream that connects the two opposite banks.

Cycling paths were also introduced, which in some cases follow the path of the fragments and others are parallel to the stream. The material chosen for the path fragments played an important role to the design, since we wanted constructions that would not prevail over the stream. That's why we chose wooden and surfaces and pebble routes, which will be integrated with the plantations in the stream.

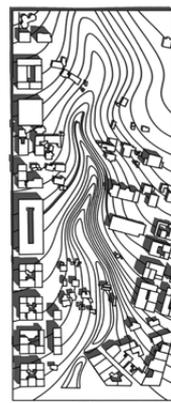
Lastly the central core is designed where people could gather. On the one side an amphitheater is proposed, which follows the landscape of the stream and on the other side a library-reading room.



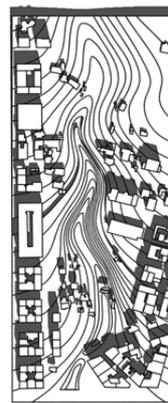
VEGETATION DIAGRAM [AutoCAD + SketchUp + Photoshop]



MARCH



JUNE

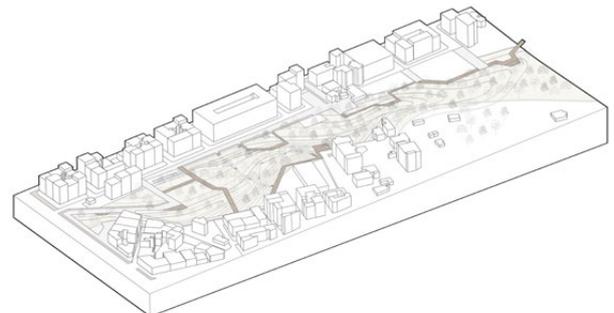


SEPTEMBER



DECEMBER

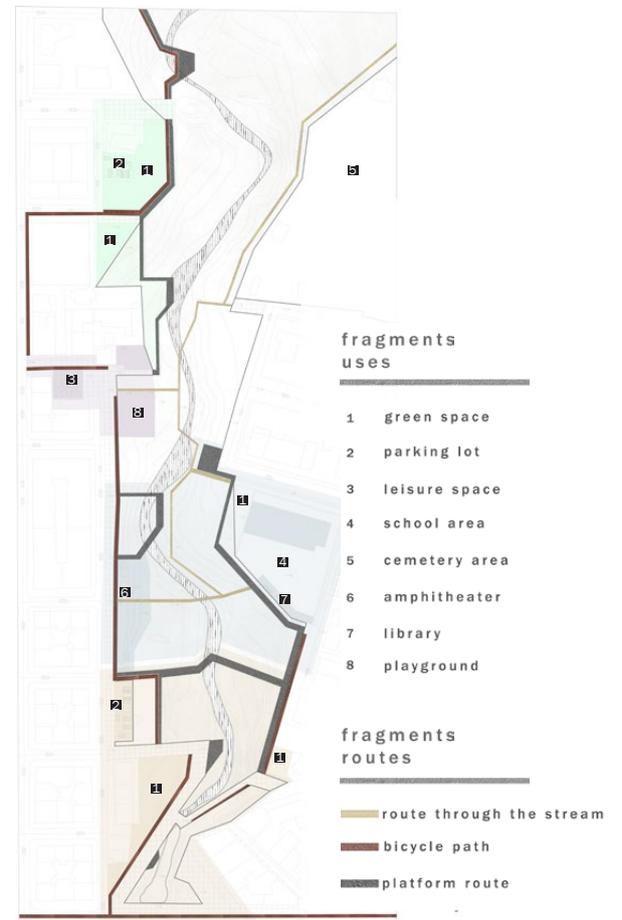
SHADOWMAP [SketchUp]



3D REPRESENTATION OF THE PROPOSAL [Rhinceros3D]



PLAYGROUND RENDER [Rhinceros3D + Photoshop]



FUNCTION DIAGRAM [AutoCAD + Illustrator]



MARKET RESTORATION

Location | Market in Ermou, Thessaloniki, Greece

Key words | food market, hotel, library, restoration, listed building



This design aims in regenerating the local market which 'lost its pride' over the year, by making minimal intervention on the existing building, while maintaining and highlighting the importance of its historic character. An important element is preserving the existing axles, their expansion, and creating new functional points. The side corridors lead to a central core as an expansion of the existing one, where users can stop, relax and entertain.

The utility program included:

The ground floor: With stores and sitting areas

The loft: With mainly storage spaces

The top of the lofts: With sitting areas

and the two side buildings, which includes

The building by the Vasileos Irakleiou Street: Which is a hotel unit

The listed building, by the Ermou Street: A library-reading room

There are 3 store typologies:

1st + 3rd type: Are consisted of a ground floor and a loft.

1st type: Is only on the ground floor; has an open plan design with windows but the only interaction with the corridors is the views from the closed windows, as the access is only from inside.

3rd type: Has opening windows and allows internal and external interaction.

1st + 3rd type: Allows access to the loft by stairs located in the middle of the market.

2nd type: Has opening windows only, the accessibility is only external and there is no access loft.



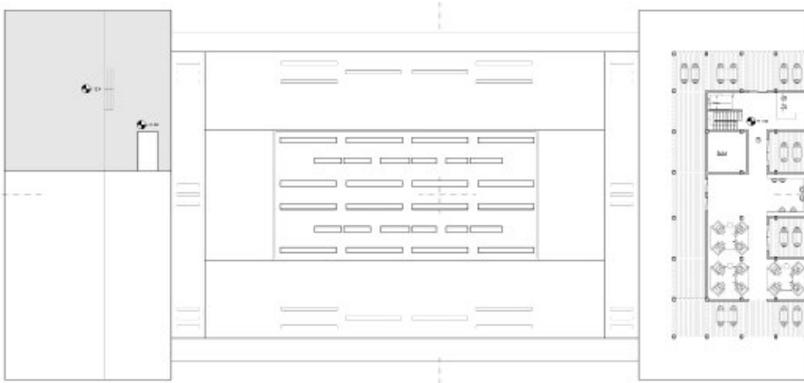
1st Type - Service only from Inside



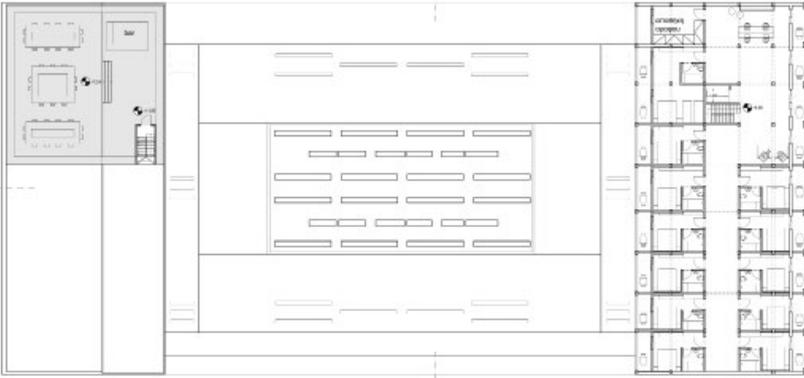
2nd Type - Service only from Outside



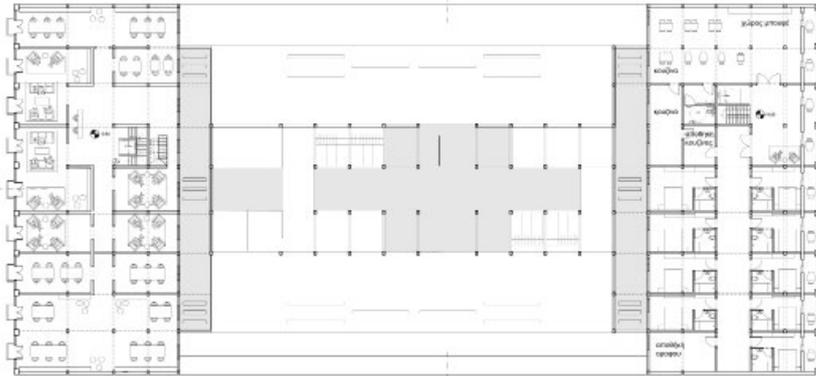
3rd Type - Internal and External Service



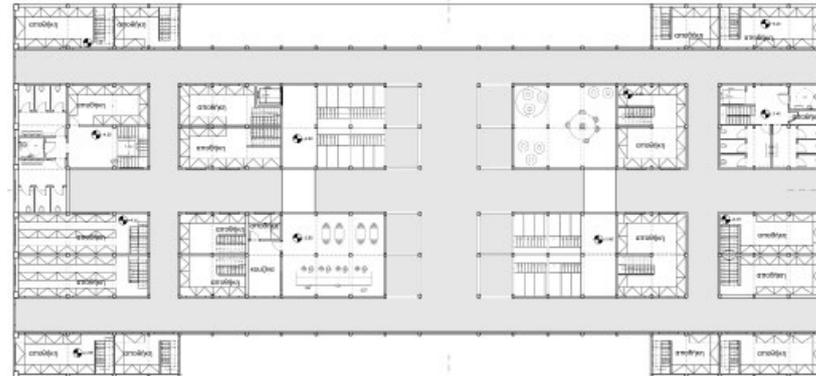
3RD FLOOR



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 | play with light, liquid elements, grid, university



It is said that it is very challenging for an architect to design his own “home”. This is the reason why this specific project is so special. We have initially detected the main problems of the region through the initial stage of recognition, which are the lack of green spaces, liquid elements and rest points with the element of nature incorporated, elements which are analysed in our recommendation.

Through the initial analysis, we detected the main problems of the region, which are the lack of green spaces, liquid elements, and rest points with the element of nature. Our main design tool was the combination of two grids, which were placed on the top view of the plot, we experimented, and we came up with various visual escapes towards the different points of interest.

The composition consists of two buildings, separating the use of the auditorium from the rest of the facilities of the department. Outdoors at the ground floor, there is a path with aromatic plants, which leads to a downgraded square. At the ground floor of the main building is the foyer, the cafeteria, the exhibition hall and a library facility, which are much more open in comparison to the upper levels. There are several places on the ground floor where rest points are created, emphasizing on the element of nature.

The 1st floor is used exclusively for the labs, the printing center, and the materials center.

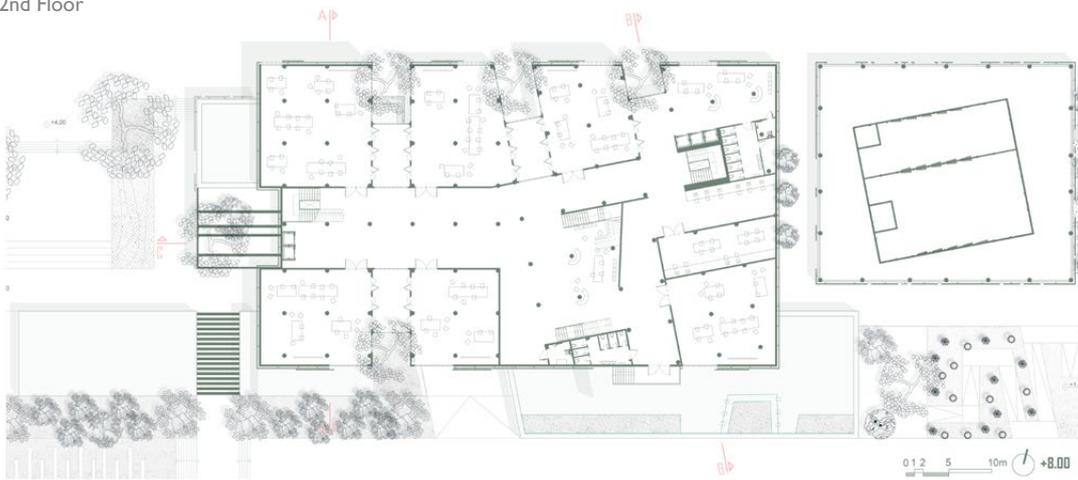
The 2nd floor is used for lectures and offices. The usages split was done in such a way that no uses interfere with each other, while the floor positioning was done based on ascending privacy level. Regarding the layout of the internal spaces, we chose an open plan logic, with large communal spaces, which offer comfort in the usability of the building. Moreover, a garden is placed on the roof of the exhibition hall, increasing the presence of the element of nature.

MASTERPLAN [Rhinceros3D]



PLANS [AutoCAD]

2nd Floor



1st Floor



CROSS SECTION A-A [Rhinceros3D + Photoshop]



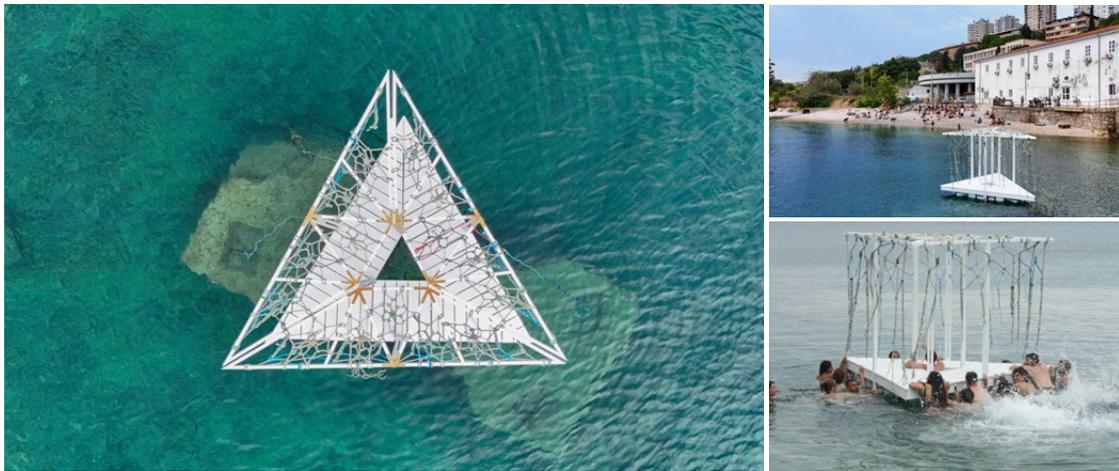
PLIVATRI

Location | Rijeka, Croatia
Role | Designer + Tutor

It is a modular wooden pavilion, divided into three pieces, giving the opportunity to be used in various ways for different occasions. 'PlivaTri' is a floating triangular pavilion anchored off the coast of Rijeka, conceived as a modern-day temple in the sea. Designed to respond to the lack of comfortable public beach space, it invites visitors into a sensory dialogue with the water, city, and port. Its geometric form contrasts with the organic flow of the Adriatic sea, while its open centre and surrounding walkway create spaces for swimming, lounging, or gathering in reflection. Built using reused gallons and ropes, and inspired by traditional Croatian lace weaving patterns, 'PlivaTri' merges environmental consciousness with Rijeka's industrial heritage. As the sun moves and the wind stirs the ropes, the pavilion becomes a living structure, shifting in mood and light throughout the day. More than just a platform for play or pause, 'PlivaTri' is an invitation to reimagine the edge between land and sea.

Together with my fellow tutors, we guided a team of 19 multicultural and multidisciplinary participants to complete the design and construction of the floating pavilion. After its exhibition in the Adriatic sea, the pavilion was given to an NGO, Urbani Separe, who will reuse it in future pop-up events aimed at reconnecting Rijeka residents with the water.

Through this project, I gained experience in design, workshop planning and management, co-creation facilitation, budgeting, material management, and structural detailing. I developed skills in project design (pavilion, website, promotional material), planning and coordination, communication with external partners, team leadership, collaboration, and documentation.



AERIAL PHOTOS OF THE FINAL PAVILION



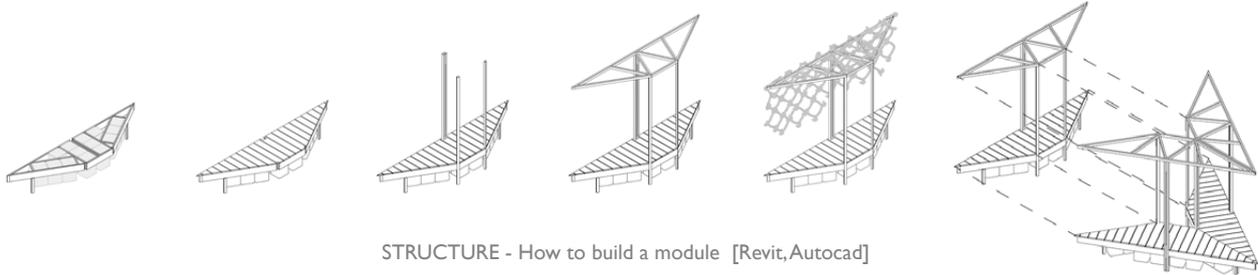
MODULAR STRUCTURE - 4 LAYOUTS



PROCESS - WOODWORKING, FASCILITATFING - PROJECT MANAGMENT



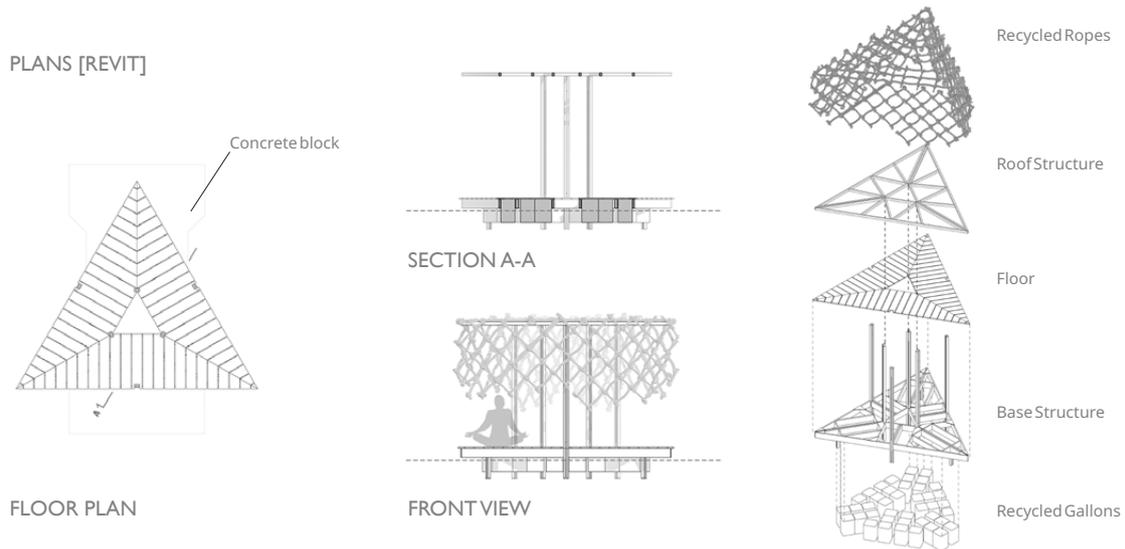
SITE VISIT - Explaining and Discussing Challenges, and Location Details with the Team - Adjusting Design to Site Needs



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



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



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

DESIGN & CONSTRUCT WORKSHOPS

Role | Participant

This is a sample of design and construct workshops I participated in, which mainly include wooden structures with sometimes recycled materials, or unconventional techniques such as charring wood (Shou Sugi Ban) or building with plinth. in 7 countries with international, multidisciplinary teams with MEDS, EASA, Biennale Thessaloniki, Cyprus Architecture Association.



CAA Cyprus 2024



MEDS Armenia 2023



CAA Cyprus 2022



CAA Cyprus 2022



Thessaloniki Biennale 2022



MEDS Poland 2021

MEDS Spain 2022



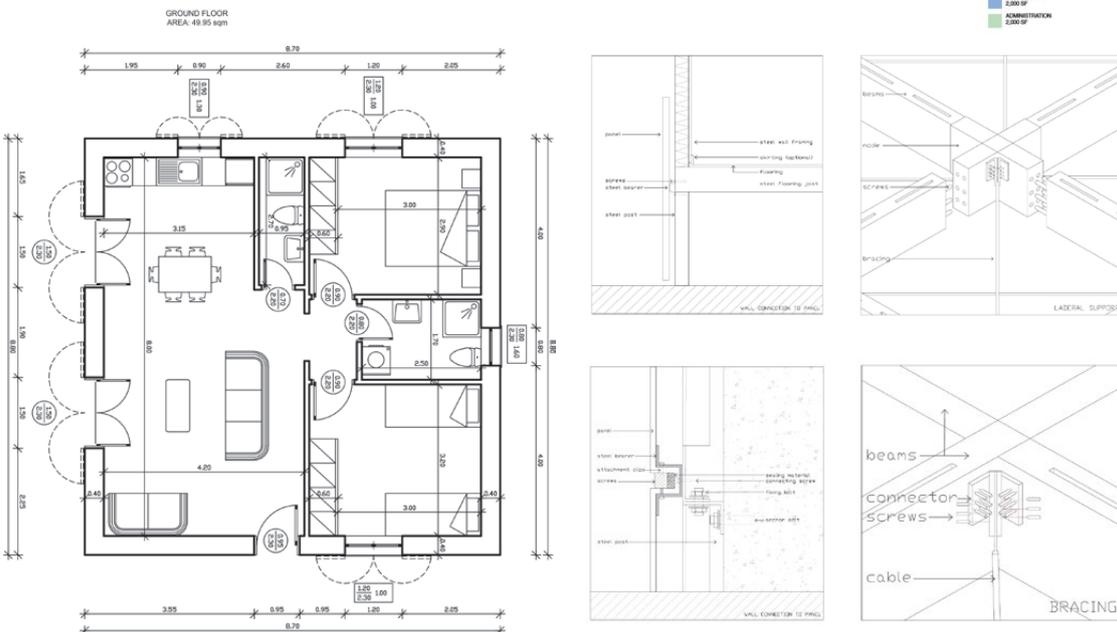
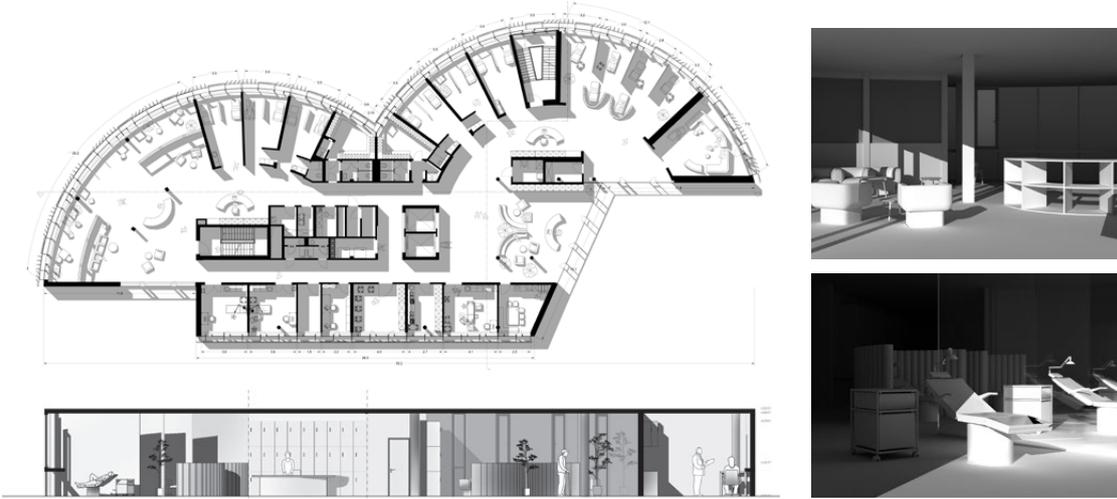
EASA Switzerland 2019



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



LinkedIn: [Leda Demetriadou](#)