



selected works

Sofia Goida  
**portfolio.**

2025



SOFIA GOIDA

Architect  
and  
Interior designer

■ CONTACT

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■ ABOUT ME:

Hi, I'm Sofia! With degrees in both Architecture and Interior Design, I love working across different scales — from shaping landscapes and building forms to refining the smallest interior details. My passion lies in designing spaces that feel natural, balanced, and intentional, often blurring the line between inside and outside to create environments that truly flow.

■ EXPERIENCE:

2021 | 2025

Architect at A Adalakis Architecture office | Greece

- Participated in all project phases, from the initial architectural concept and design development to permit drawings and documentation.
- Responsible for 3D visualizations and interior design proposals, from concept to implementation.
- Also experienced in construction stages and site supervision.
- Greek building regulations and permitting procedures.

2017 | 2018

Freelance Interior Designer | Greece

- Interior design proposals and 3D visualizations

2015 APRIL-SEPT

Interior Designer Internship  
at Alexiou Architects Office | Greece

■ EDUCATION:

2019 | 2023

Architecture MSC  
Aristotle University of Thessaloniki (AUTH)

2012 | 2016

Interior Design BSC  
Technological Educational Institute of Central Macedonia

■ SOFTWARE:

AutoCad ■ ■ ■ ■ ■ ■  
ArchiCad ■ ■ ■ ■ ■ ■  
Revit ■ ■ □ □ □ □  
3Ds Max ■ ■ ■ ■ ■ □  
Vray(3Ds) ■ ■ ■ ■ ■ □

Corona(3Ds) ■ ■ ■ ■ ■ ■  
Photoshop ■ ■ ■ ■ ■ ■  
InDesign ■ ■ ■ ■ ■ ■  
Illustrator ■ ■ □ □ □ □  
Lighroom ■ ■ ■ □ □ □

■ LANGUAGES:

Greek : Native  
English: Certificate of Proficiency in English (CPE)  
Norwegian: Learning A1 (Bokmål )

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Dwellings for  
Kabeirian Nymphs  
on the Island  
of Samothraki

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Pine house

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Aithrium Green  
Hotel

# 01

## DWELLINGS FOR KABEIRIAN NYMPHS

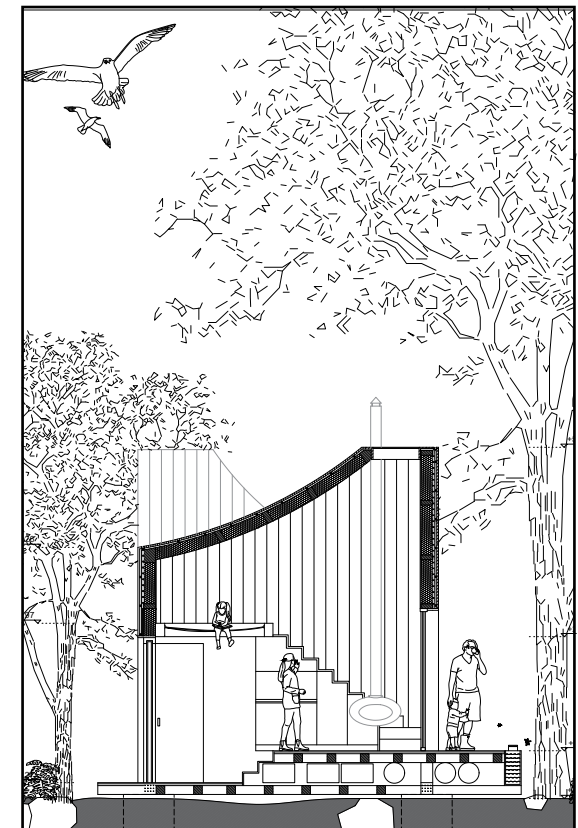
STATUS: THESIS PROJECT  
CATEGORY: RESIDENCIAL  
PROJECT TEAM: GOIDA SOFIA | VOYATZI KATERINA  
PROFESOR : DIMITRIS THOMOPOYLOS  
YEAR: 2022  
LOCATION: SAMOTHRAKI GREECE  
AREA: 27 m<sup>2</sup>

This project focuses on Samothraki, a pristine island of remarkable natural beauty, with a small permanent population and a distinctive eco-tourism character, mainly shaped by campers. Aiming to preserve the landscape and improve accommodation infrastructure, the study focused on the area of Therma, the island's main tourist hub (thermal springs, waterfalls, and the two campsites "Varades" and "Fysikis Diaviosis").

The interventions targeted the "Fysikis Diaviosis" campsite and the nearby "Xefoto" clearing, both of which attract thousands of visitors each year. The design concept was inspired by three core elements of the island: water, rocky terrain, and Mount Saos ("Feggari").

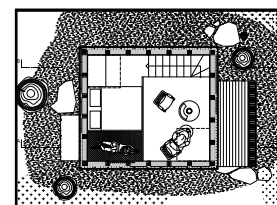
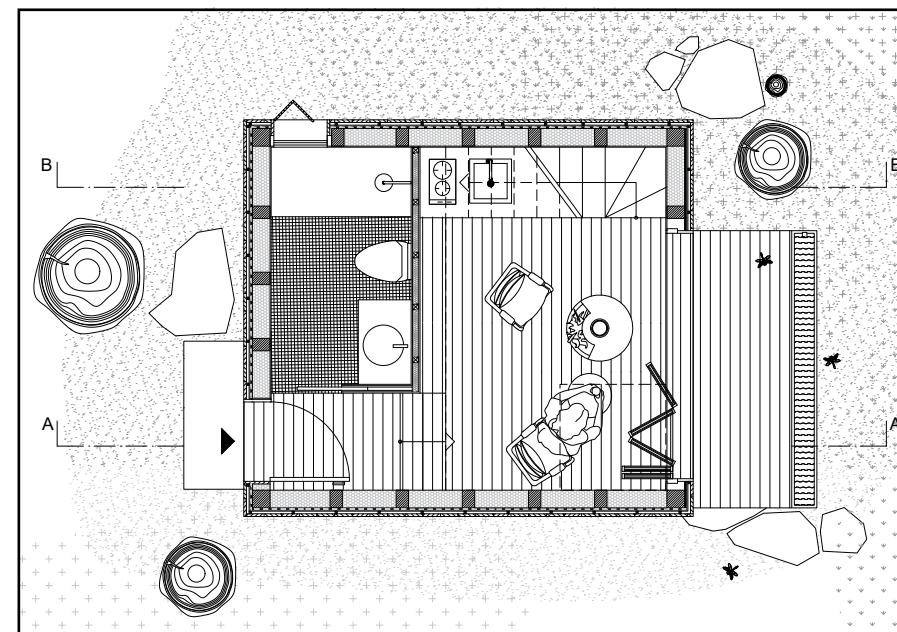
These gave rise to three small-scale accommodation typologies: the Forest Cabin, the Observatory, and the Treehouse, forming a cohesive family of structures.

The cabins are placed near the shoreline, the observatories are integrated into the dense landscape of plane trees, and the treehouses are positioned by the stream. The stream also plays a vital role, acting as a natural boundary between the private area of the lodgings and the public zone with shared facilities such as parking, a café-restaurant, and restrooms.



### THE FOREST CABIN

Strategically dispersed across the intervention site near sea level, the ground cabins integrate seamlessly into the plane tree-filled landscape. Each unit is designed for universal accessibility. Elevated on stilts to minimize impact and direct contact with the soil, the structure unfolds in two levels: the lower level accommodates the living and kitchen area, while the upper level functions as the sleeping quarters. A wide façade opening frames panoramic views of the surroundings, while skylights on the roof introduce diffused natural light into the interior and simultaneously direct the gaze toward the "moon," echoing the island's symbolic peak, Mount Saos.

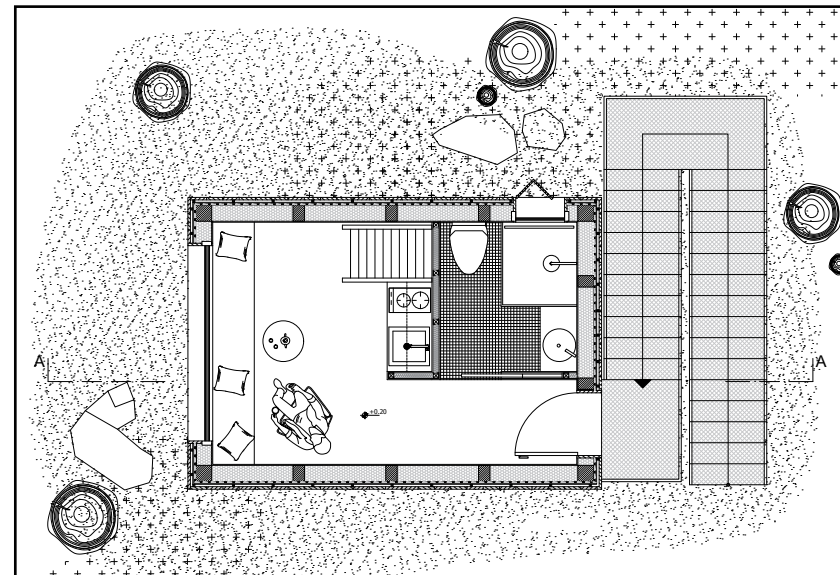
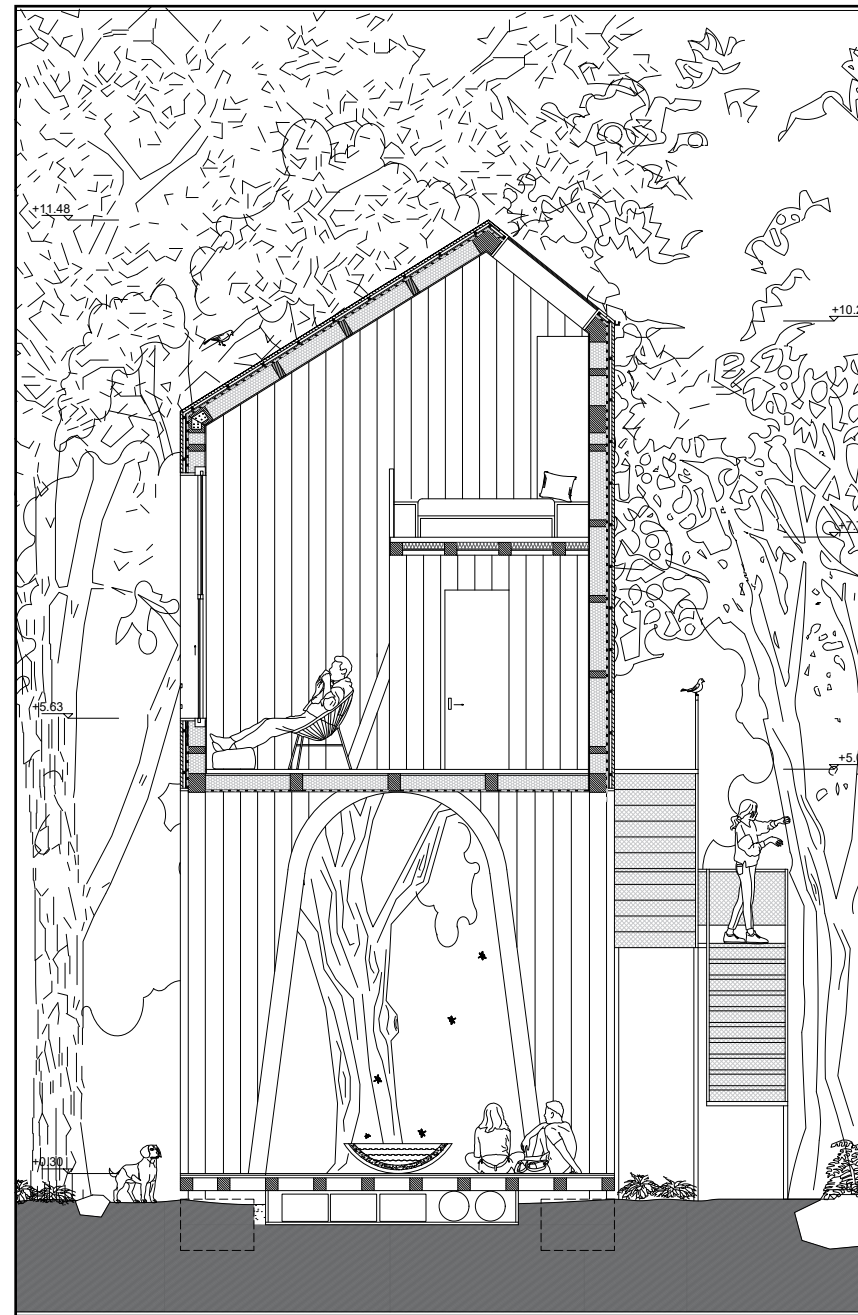
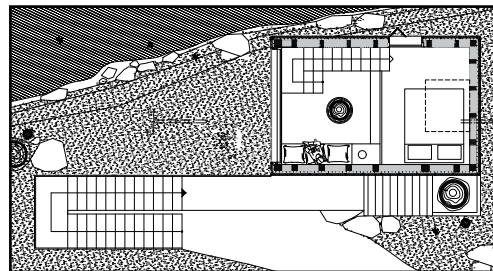
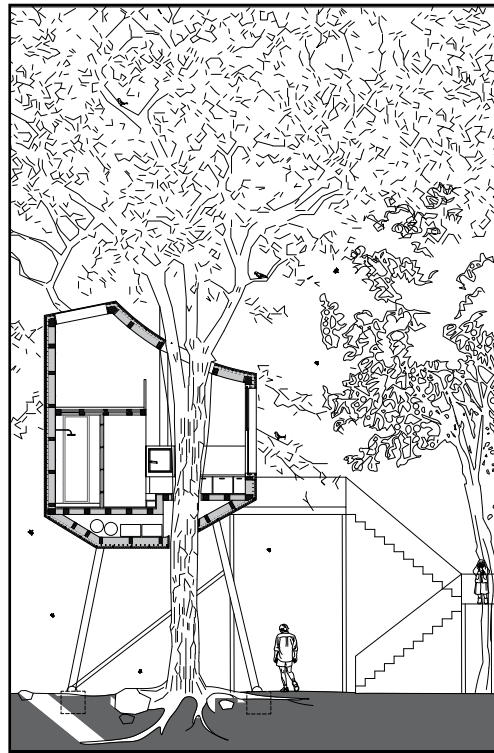


PROGRAMS USED: AUTOCAD | ARCHICAD | 3DSMAX+VRAY | PHOTOSHOP



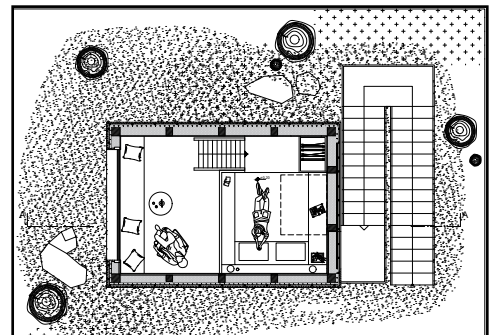
## THE TREE HOUSE

The treehouses are positioned near the stream of the target area. Each unit is suspended around a tree, incorporating it as an integral element of its architecture. A large façade opening offers panoramic views to the visitors, while skylights on the roof diffuse natural light into the interior and simultaneously frame the view toward the “moon,” symbolically associated with Mount Saos.



## The Observatory

Dispersed throughout the target area, the observatories are hidden within the dense forest landscape of plane trees and take the form of tall, slender structures. To ensure minimal impact on the natural terrain, each construction rests on a light corner foundation. Their nearly square plan draws inspiration from the island's historic watchtowers. A large façade opening welcomes visitors upon entry, framing a panoramic view of the surroundings, while a skylight on the roof introduces diffused natural light into the interior and simultaneously directs the gaze toward the “moon,” symbolically linked to Mount Saos.





# 02

## B-LOFT

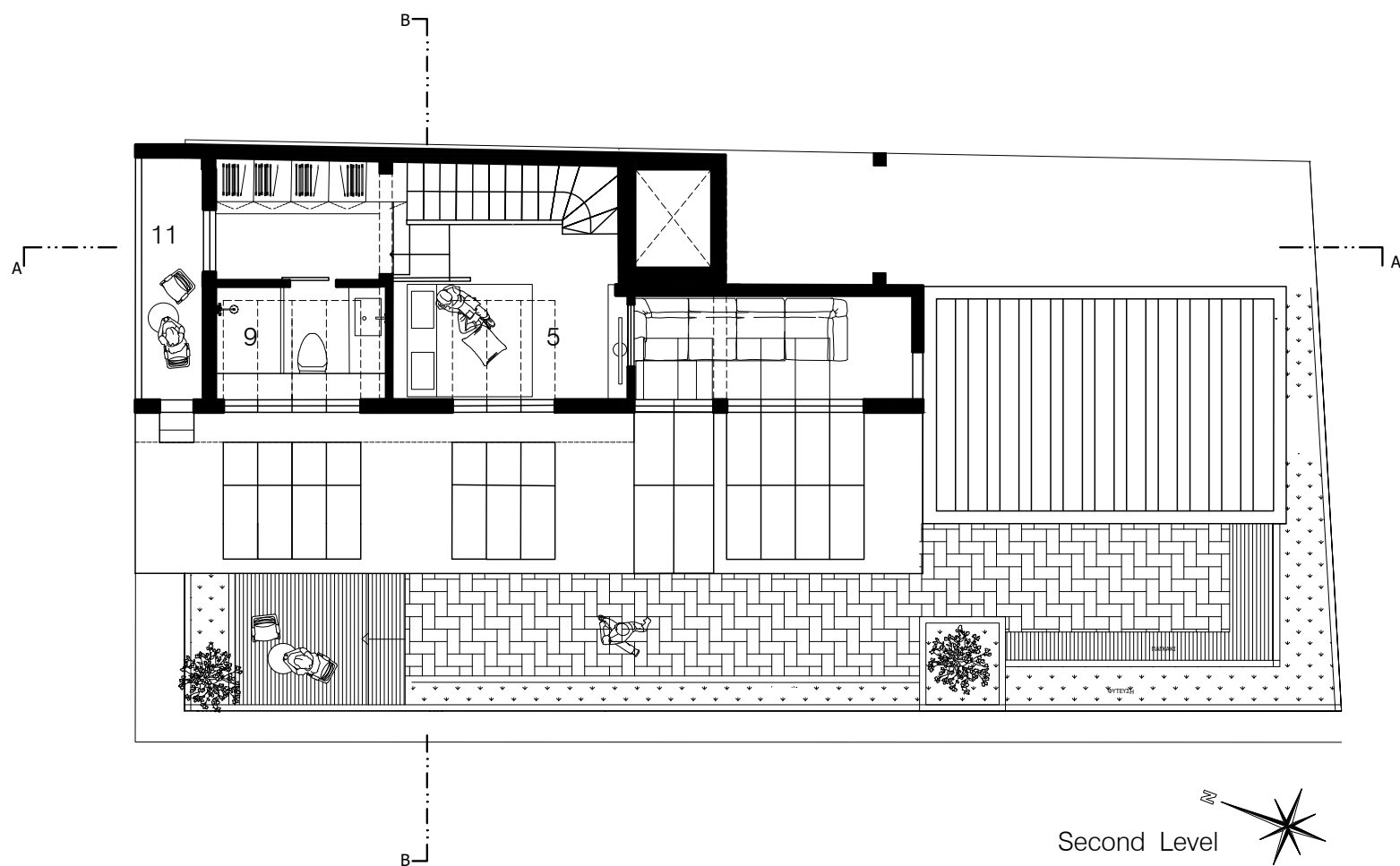
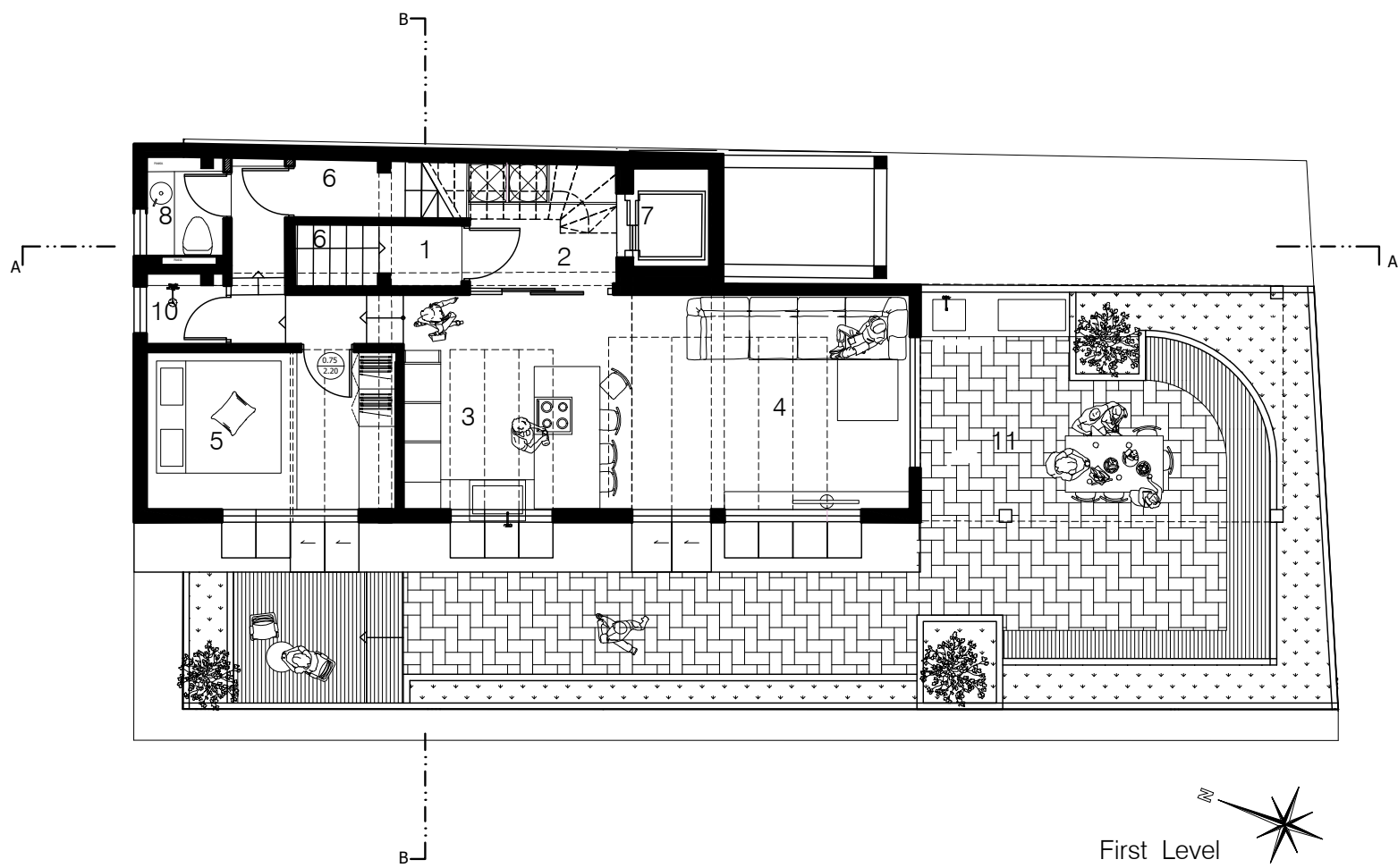
STATUS: TO BE CONSTRUCTED  
CATEGORY: RESIDENCIAL  
AREA: 107 m<sup>2</sup>  
ARCHITECTS: ANESTIS ADALAKIS | GOIDA SOFIA  
YEAR: 2024-2025  
LOCATION: ALEXANDROUPOLI GREECE

This project concerns the addition to an existing 1970s residential building. The site and the structural limitations of the existing construction imposed strict constraints, particularly regarding additional load, as well as the maximum buildable volume defined by local regulations. These conditions directly shaped the final massing of the extension.

The result is a two-story loft apartment developed above the existing structure. The first level (75 m<sup>2</sup>) accommodates the main living spaces: a living room, kitchen, and a bedroom set apart from the communal areas through a change in floor level. At the transitional landing of the staircase, a bathroom is strategically placed, serving both functional and spatial needs.

The upper floor (32 m<sup>2</sup>) consists of a private bedroom with an en-suite bathroom and access to a small balcony. This spatial organization creates a clear separation between day and night zones while maintaining a sense of openness characteristic of loft living.

The design responds both to structural limitations and to the contemporary desire for fluid, light-filled living environments, combining practicality



Space Schedule :

- |                          |               |                    |
|--------------------------|---------------|--------------------|
| 1. Entrance              | 4. Livingroom | 8. Wc              |
| 2. Lountry room          | 5. Bedroom    | 9. Bathroom        |
| 3. Kitchen   Dining Area | 6. Stairs     | 10. Shower         |
|                          | 7. Lift       | 11. Balcony/Terace |





Facade A



Facade B

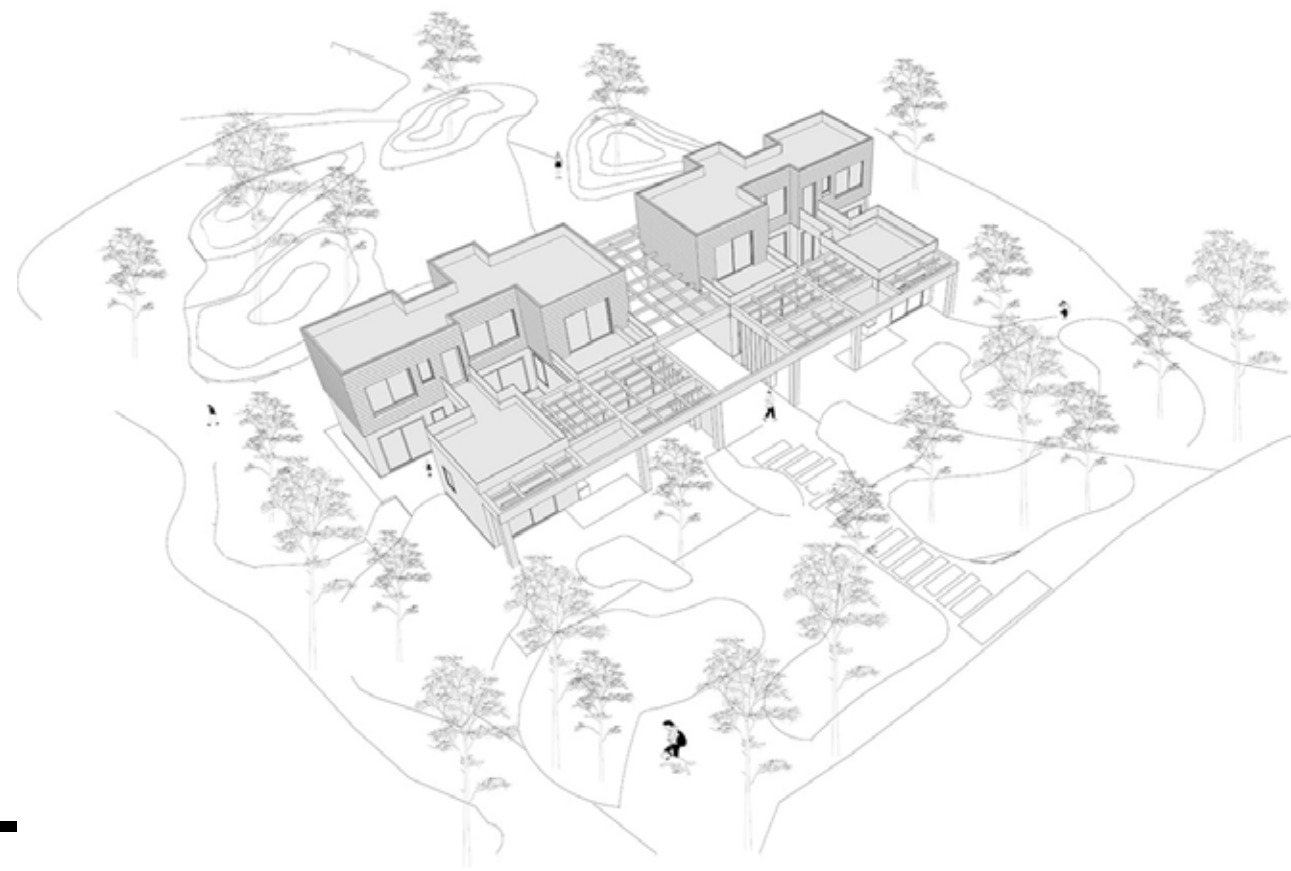


Section BB



# 03

## Pine-



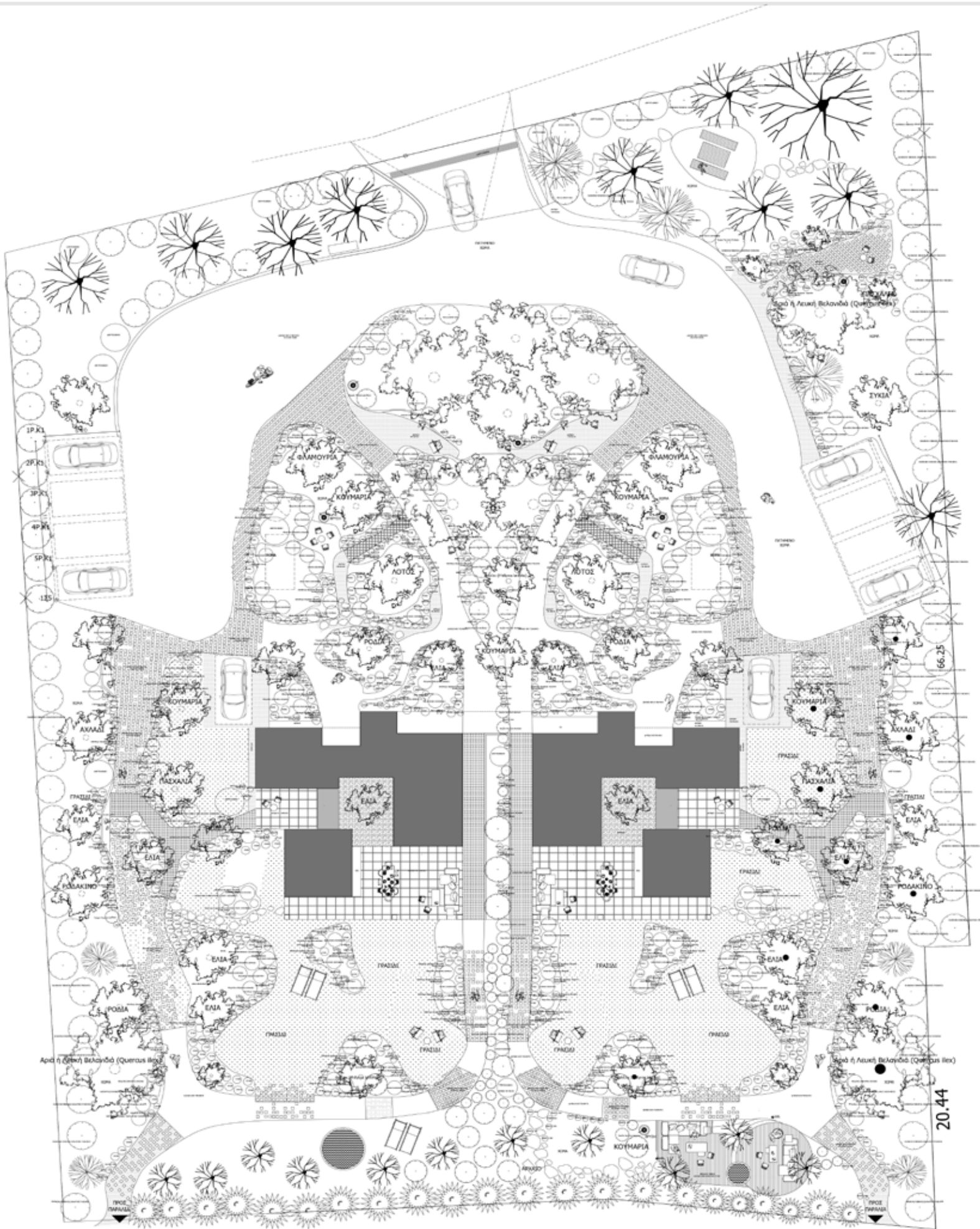
STATUS: TIN CONSTRUCTION  
CATEGORY: RESIDENCIAL  
AREA: 200 m<sup>2</sup>  
ARCHITECTS: ANESTIS ADALAKIS | GOIDA SOFIA  
YEAR: 2023-2025  
LOCATION: ALEXANDROUPOLI GREECE

This project concerns the addition to an existing 1970s residential building. The site and the structural limitations of the existing construction imposed strict constraints, particularly regarding additional load, as well as the maximum buildable volume defined by local regulations. These conditions directly shaped the final massing of the extension.

The result is a two-story loft apartment developed above the existing structure. The first level (75 m<sup>2</sup>) accommodates the main living spaces: a living room, kitchen, and a bedroom set apart from the communal areas through a change in floor level. At the transitional landing of the staircase, a bathroom is strategically placed, serving both functional and spatial needs.

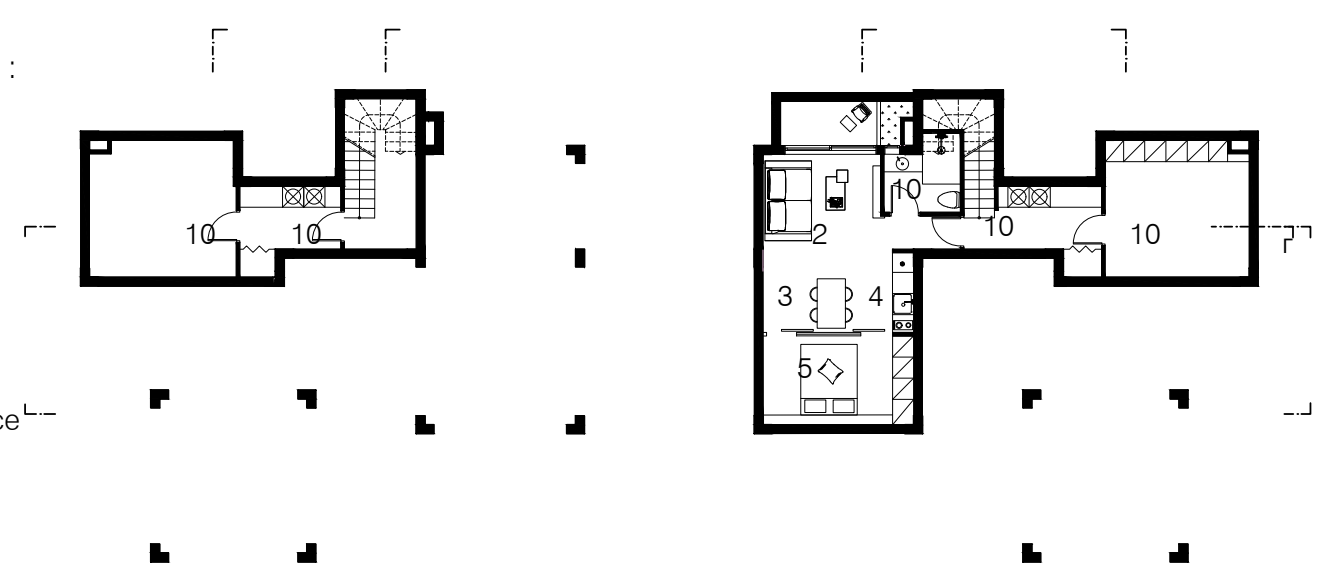
The upper floor (32 m<sup>2</sup>) consists of a private bedroom with an en-suite bathroom and access to a small balcony. This spatial organization creates a clear separation between day and night zones while maintaining a sense of openness characteristic of loft living.

The design responds both to structural limitations and to the contemporary desire for fluid, light-filled living environments, combining practicality with spatial variety.

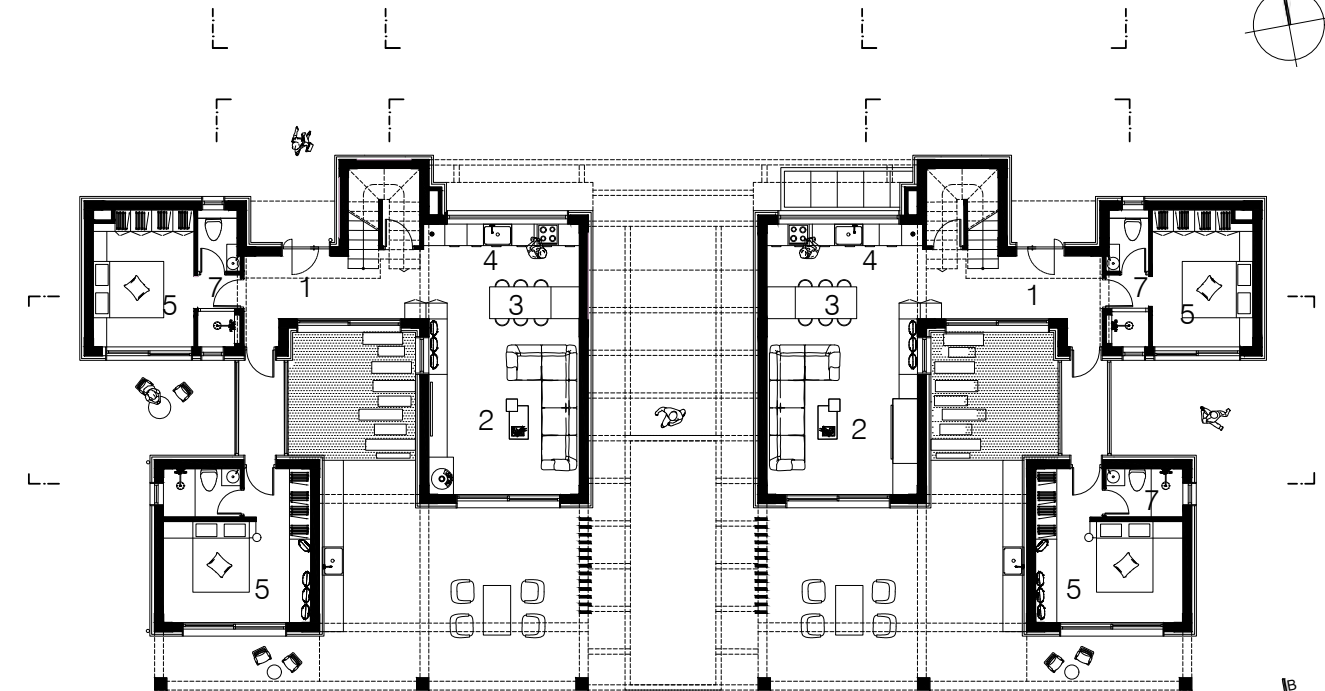


Space Schedule :

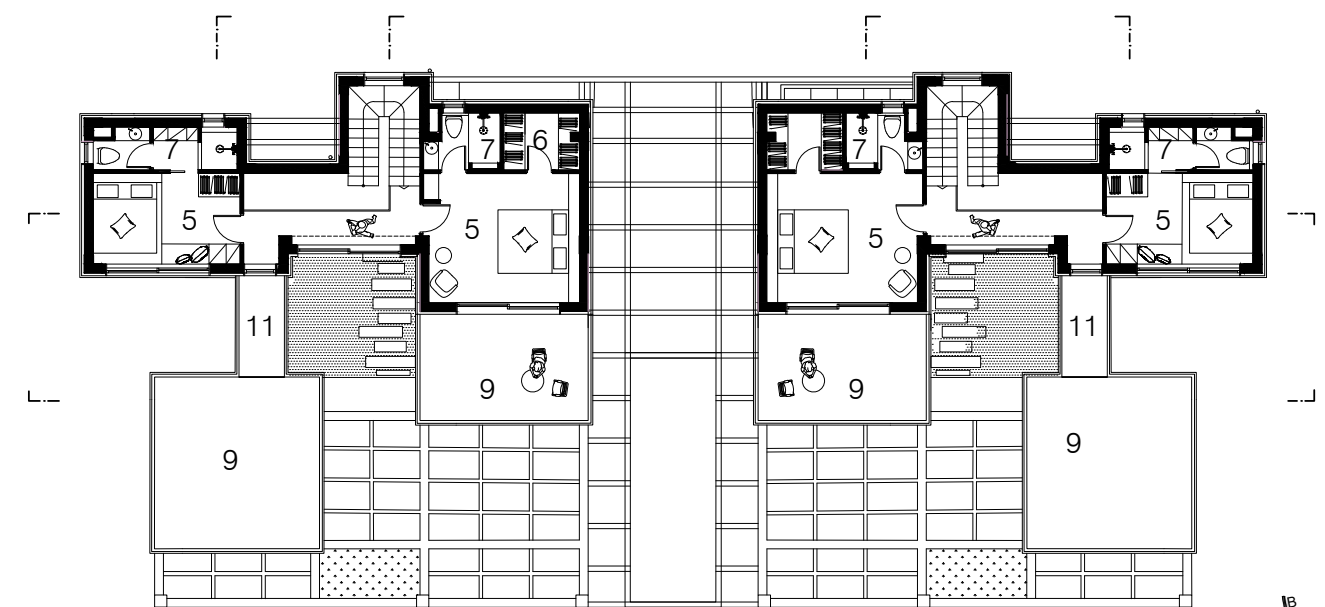
1. Entrance
2. Livingroom
3. Dining area
4. Kitchen
5. Bedroom
6. Vestiario
7. Wc
8. Bathroom
9. Balcony/Terace
10. Storage
11. Bridge



Lower Ground Floor

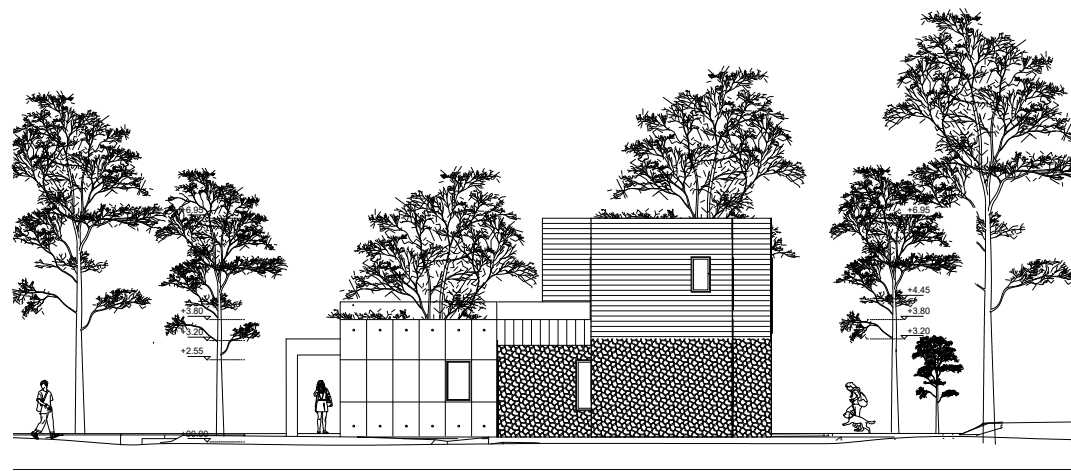


Ground floor

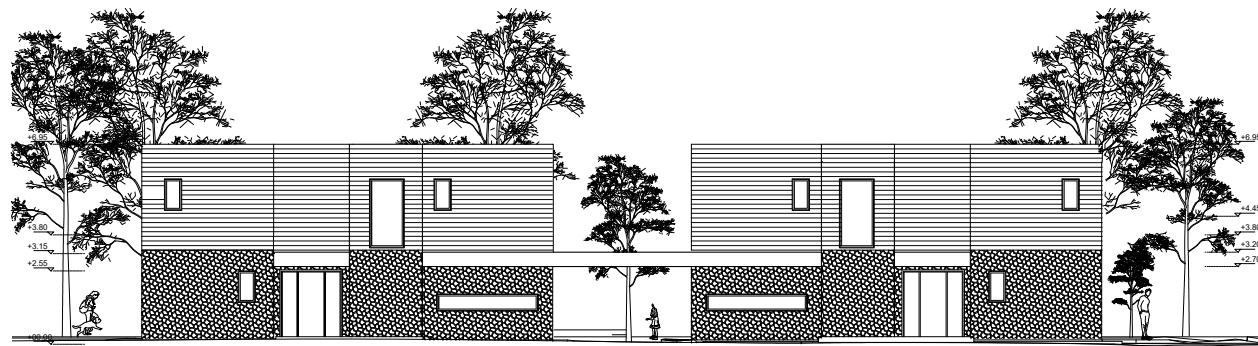


First floor

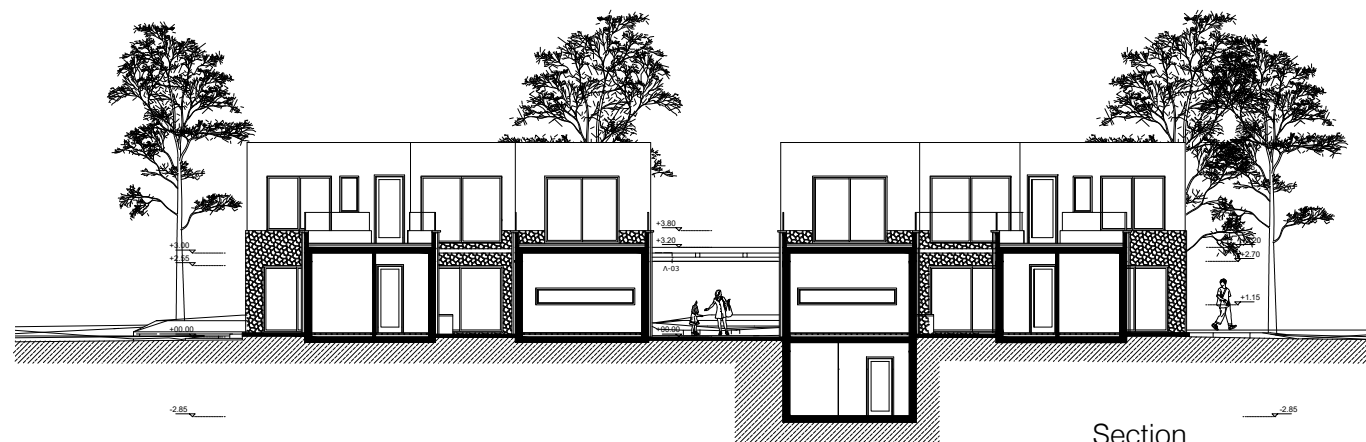
PROGRAMS USED: AUTOCAD | ARCHICAD | 3DSMAX | PHOTOSHOP



Facade 02

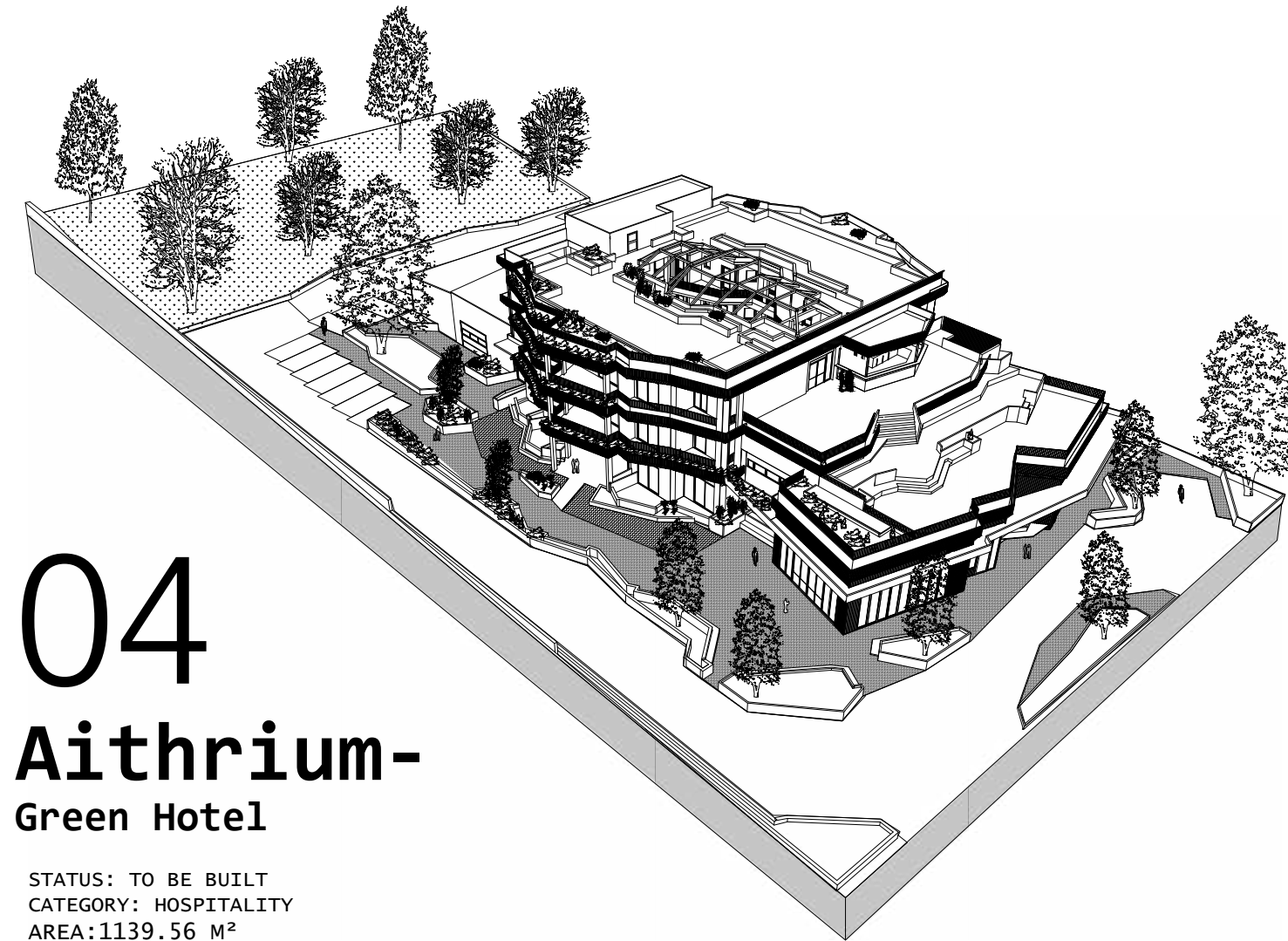


Facade 03



Section





# 04

## Aithrium- Green Hotel

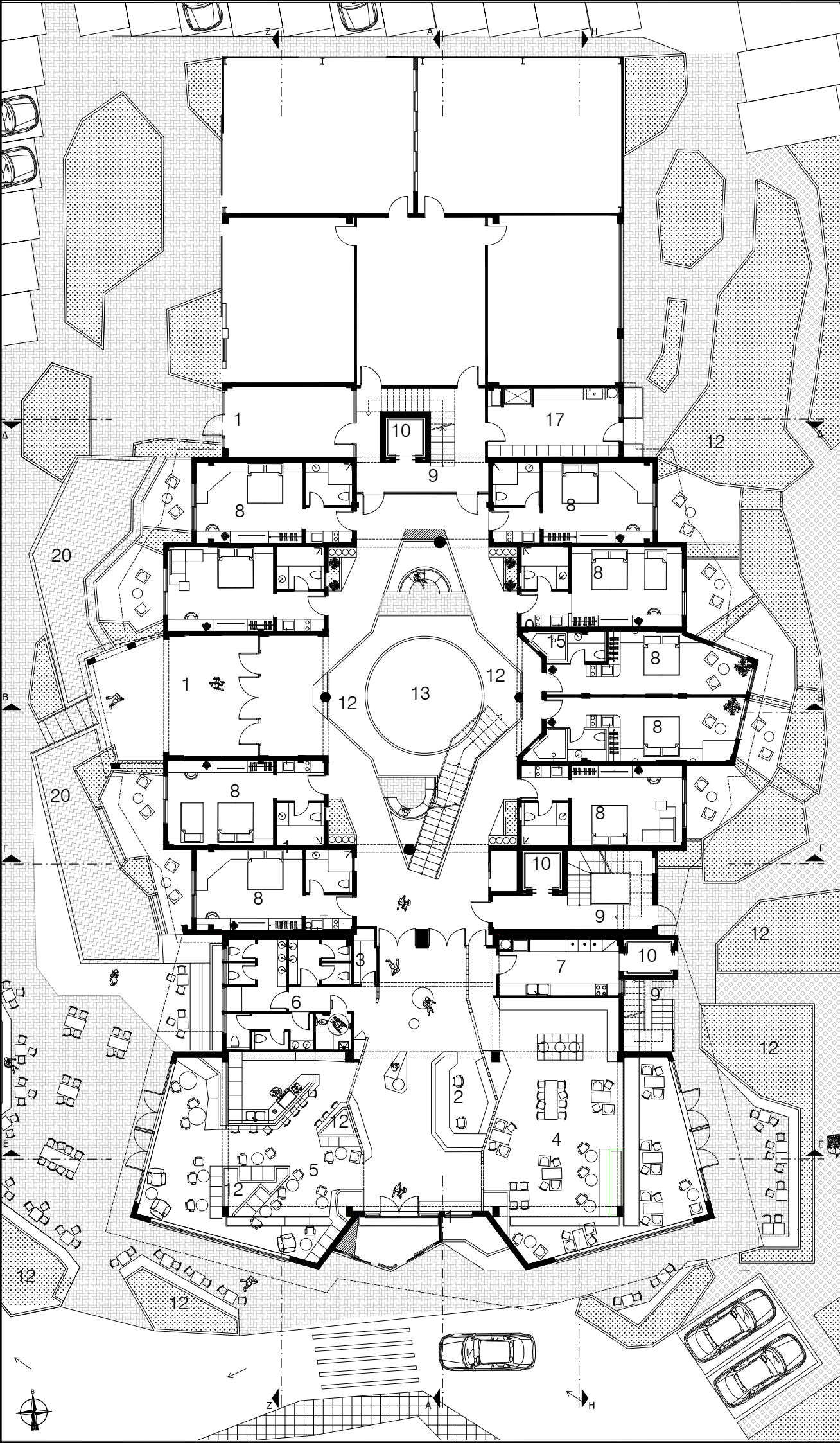
STATUS: TO BE BUILT  
CATEGORY: HOSPITALITY  
AREA: 1139.56 M<sup>2</sup>  
ARCHITECTS: ANESTIS ADALAKIS | GOIDA SOFIA  
YEAR: 2024-2025  
LOCATION: ALEXANDROUPOLI GREECE

This project involves the adaptive reuse of a former Volkswagen dealership and service facility into a four-star hotel. The transformation preserves the industrial character of the existing structure while reinterpreting it for hospitality use.

Through a series of architectural additions, the building is organized into three distinct volumes. The front volume accommodates the reception, waiting area, restaurant, and lobby, functioning as the public face of the hotel. The central volume, which acts as the main core of the complex, comprises the ground floor and two upper levels where the guest rooms are located, together with all vertical and horizontal circulation routes. The third volume is reserved for a future hotel extension, ensuring the project's capacity for long-term growth.

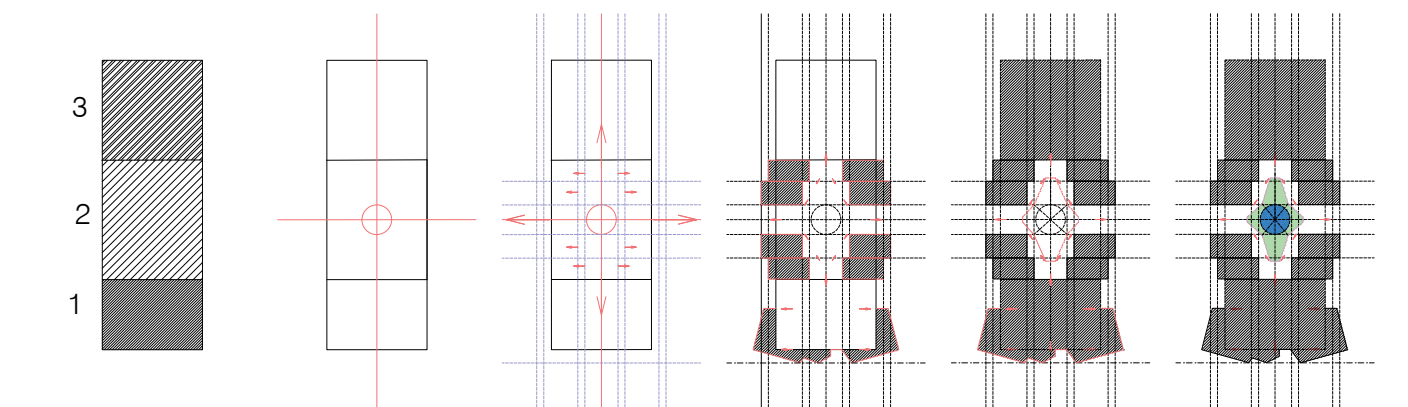
A key spatial feature of the central volume is a covered atrium, intersected vertically by a circular skylight. This element connects all levels of the hotel, including the lower ground floor where the spa is situated, creating a strong sense of openness and visual continuity throughout the building.

The design strategy balances the constraints of the existing industrial shell with the requirements of a contemporary hospitality program, resulting in a functional yet distinctive hotel environment with spatial variety.

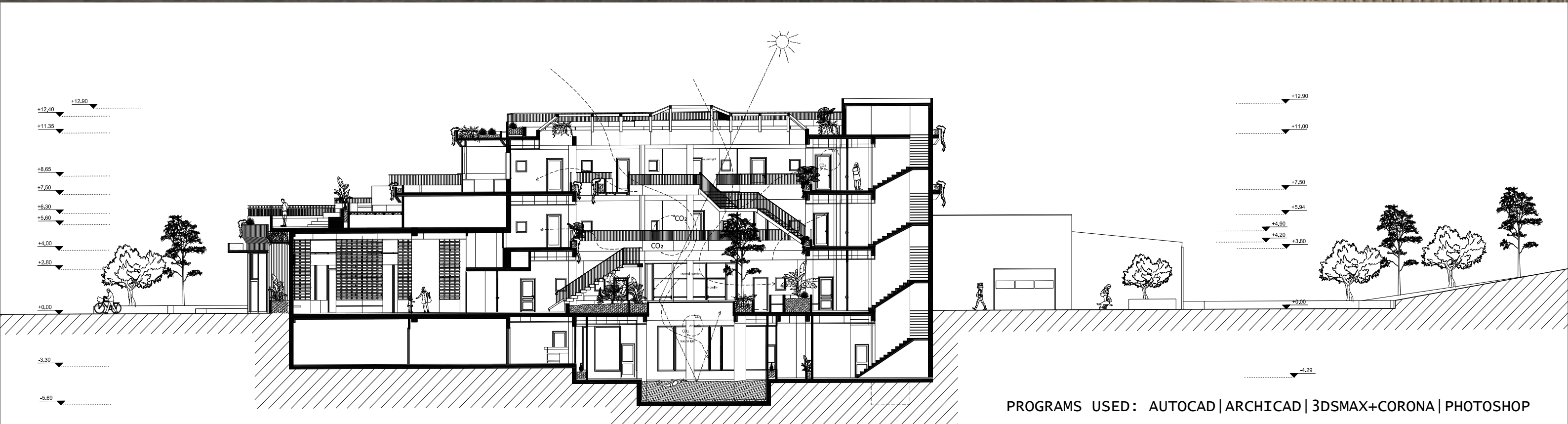


Ground Floor

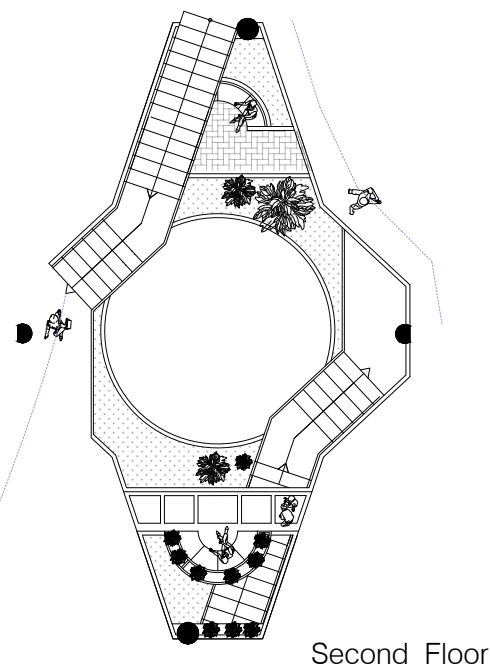
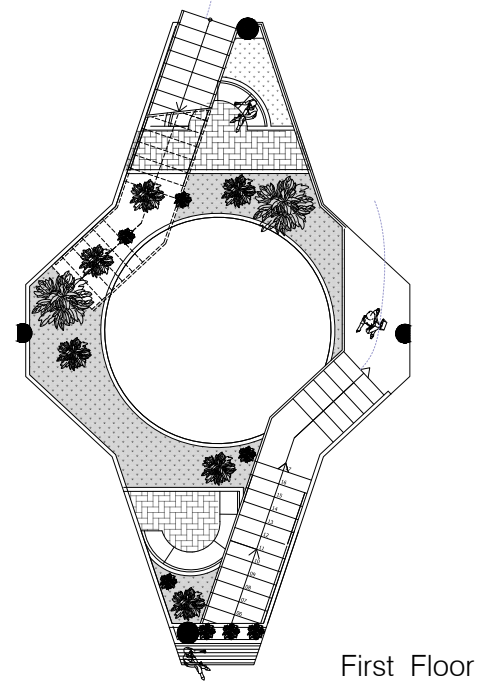
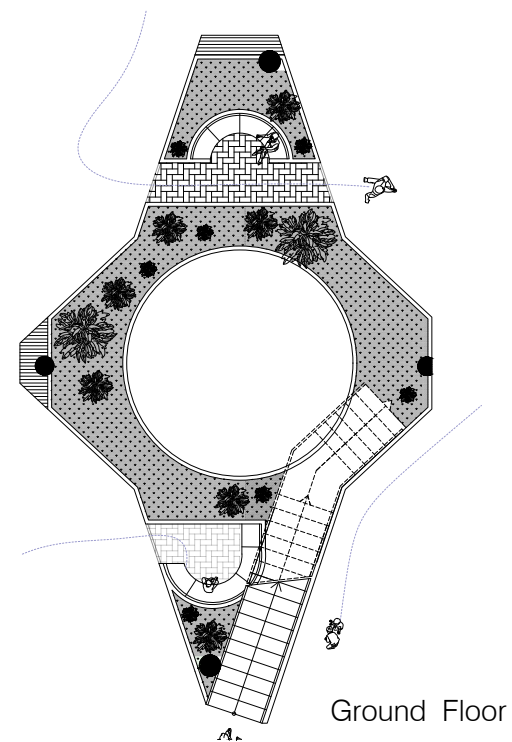
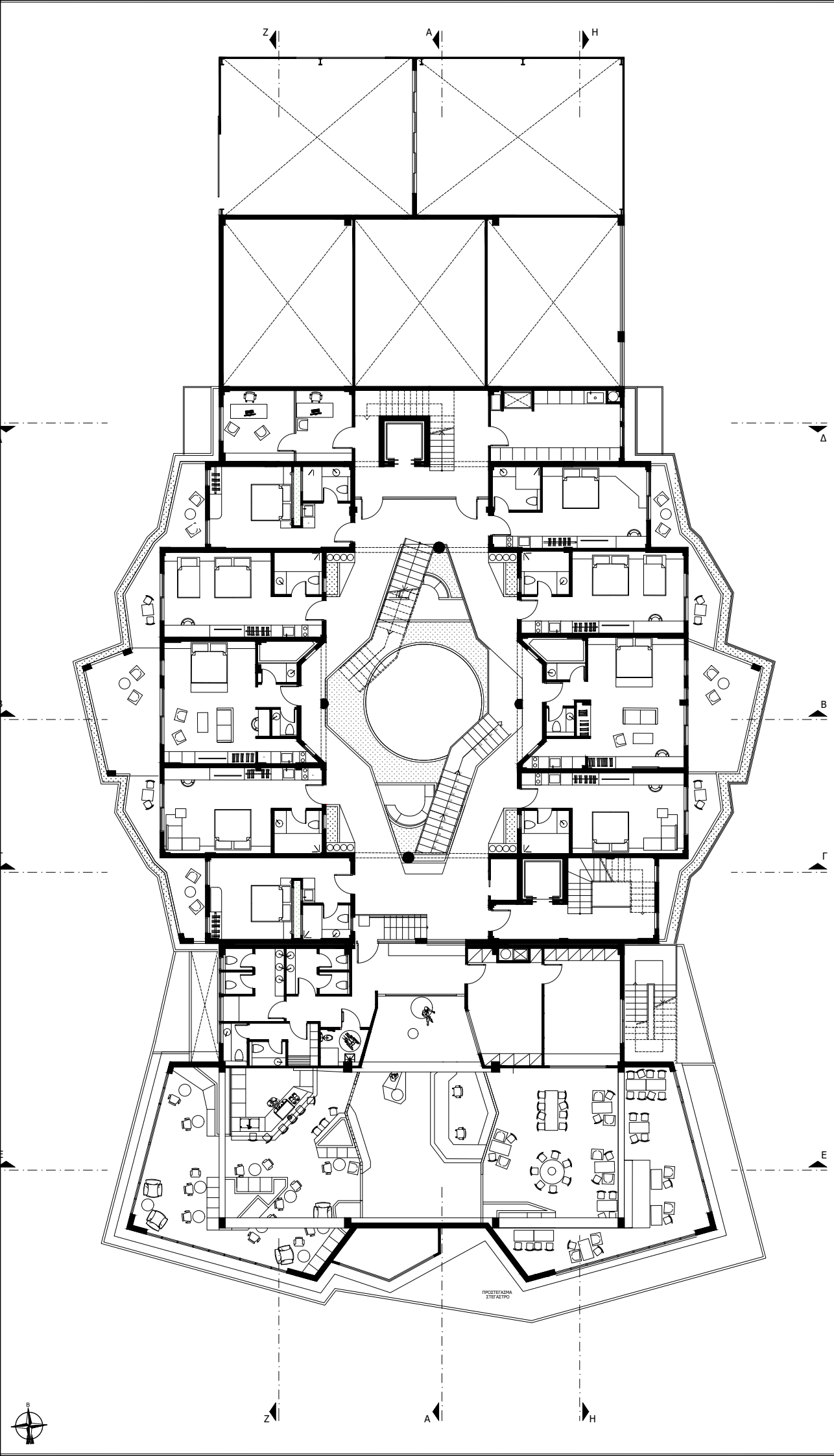
1. Entrance
2. Reception
3. Luggage Room
4. Breakfast/ area
5. Lounge area
6. WC
7. Kitchen
8. Room
9. Stairs
10. Lift
11. Aithrium
12. Greenery
13. Skylight
14. Water Element
15. Linen Storage
16. Office
17. Storage
18. Roof Bar
19. Balcony/Terace
20. Water element



| Existing                                                                                                                                                 | Build- | Principal Axes                                                                                                            | Expant                                                                                         | New Volumes                                                                                                                                                         | Design<br>the core                                                                                                                                                                                           | Adding Nature                                                                                                                                                                                                          |
|----------------------------------------------------------------------------------------------------------------------------------------------------------|--------|---------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>The existing building consisted of 3 separate structures, each accomodating a different use:</p> <p>1 Distribution area<br/>2 Garaz<br/>3 Storage</p> |        | <p>Identifying the principal axes of the existing building and defining the core and central focus of the new design.</p> | <p>To accomodate the new programmatic requirements, the existing building must be expanded</p> | <p>Using the newly established grid and organizing the design around the core of the central structure, new volumes were created to accomodate the hotel rooms.</p> | <p>Through the dialogue between the newly introduced volumes, the programmatic needs, and the circulation of users within the building, the core and central identity of the project begin to take form.</p> | <p>In an urban environment with very dense activity, the hotel needed to introduce calmness and views of nature. Therefore, natural elements such as vegetation and water began to take their place in the design.</p> |



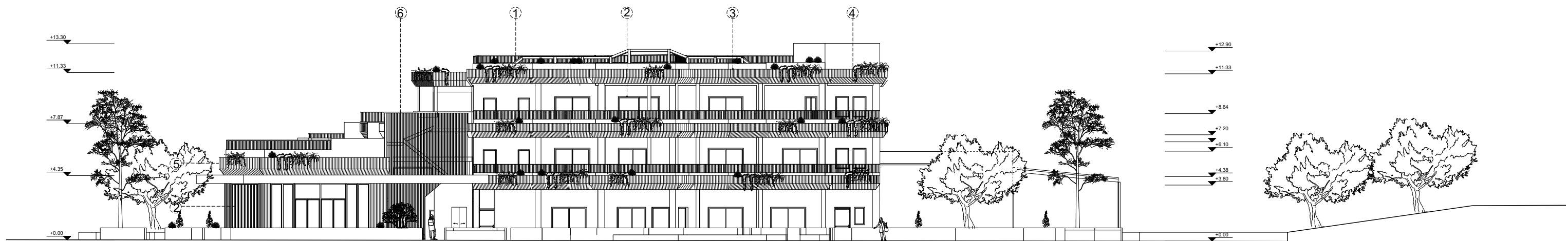
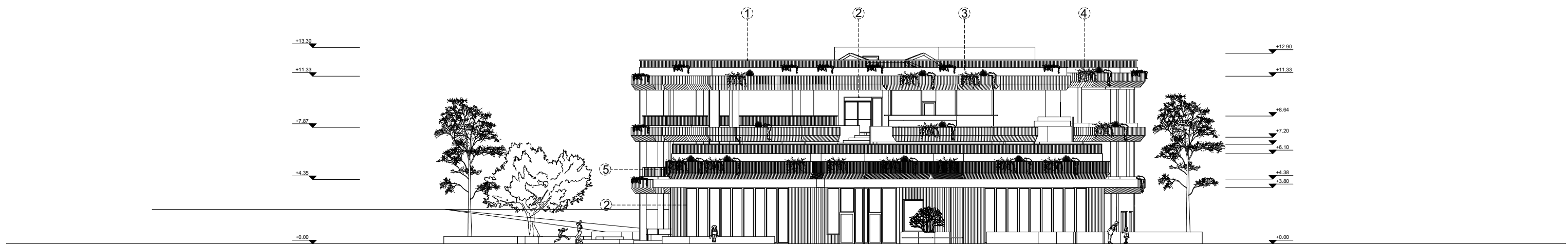
PROGRAMS USED: AUTOCAD | ARCHICAD | 3DSMAX+CORONA | PHOTOSHOP

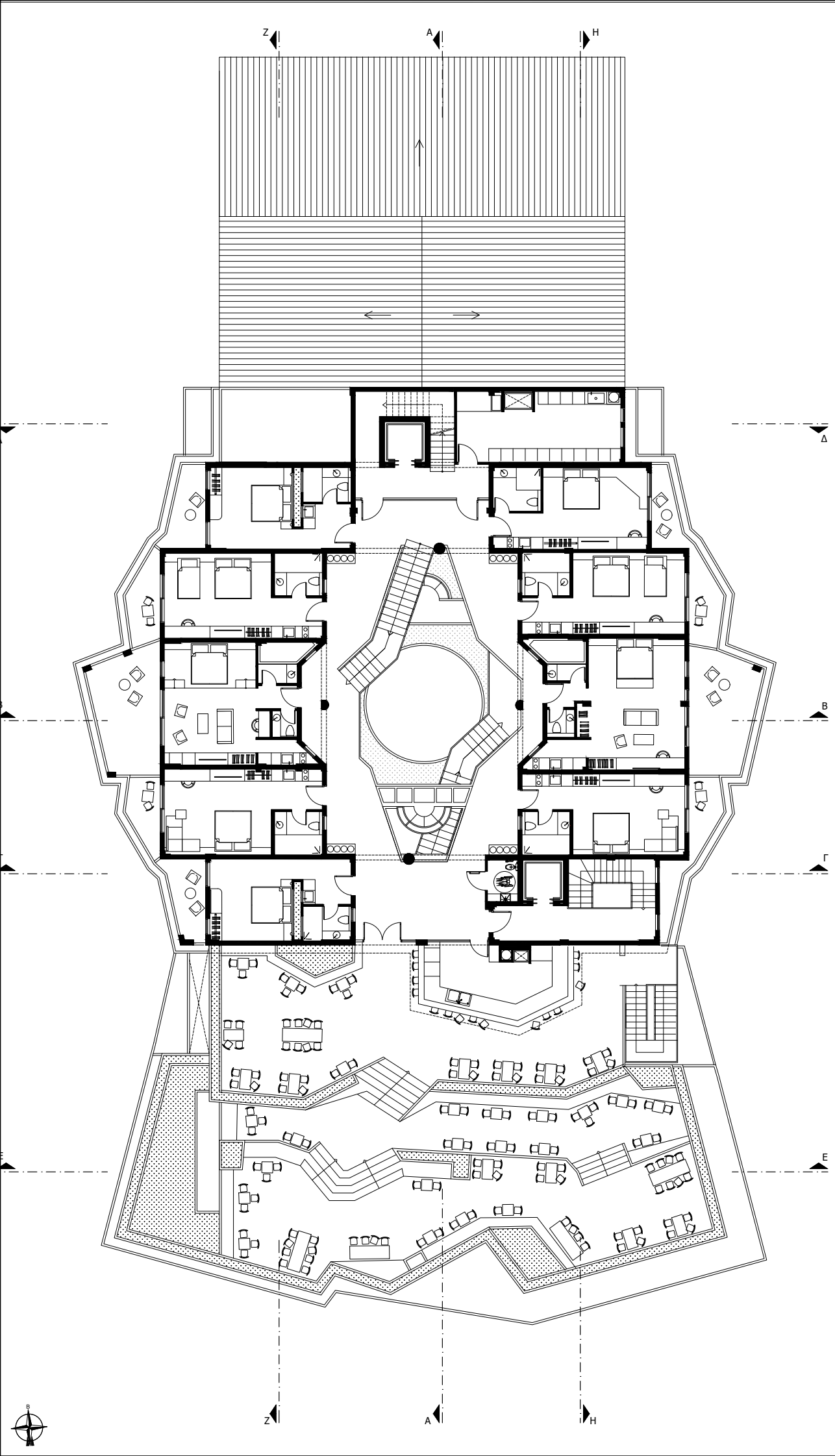


First Floor

1. Entrance
2. Reception
3. Luggage Room
4. Breakfast/ area
5. Lounge area
6. WC
7. Kitchen
8. Room
9. Stairs
10. Lift
11. Aithrium
12. Greenery
13. Skylight
14. Water Element
15. Linen Storage
16. Office
17. Storage
18. Roof Bar
19. Balcony/Terace







## Second Floor

1. Entrance
2. Reception
3. Luggage Room
4. Breakfast/ area
5. Lounge area
6. WC
7. Kitchen
8. Room
9. Stairs
10. Lift
11. Aithrium
12. Greenery
13. Skylight
14. Water Element
15. Linen Storage
16. Office
17. Storage
18. Roof Bar
19. Balcony/Terace



