



PORTFOLIO 2025

Sofia Burin Leonardos



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SOFIA BURIN LEONARDOS

Architect and Urbanist

MA in Ephemeral Architecture and Temporary Spaces

Born: 05/06/1999 Rio de Janeiro, Brasil

Ephemeral Architect at Sofa Events

Barcelona, Catalunya, Spain - Feb 2025 - Current

ACADEMIC FORMATION:

Master's Elisava School of Design and Engineering

MA in Ephemeral Architecture and Temporary Spaces

2024-2025

Pontifícia Univercidade Católica (PUC-RIO)

Bachelor of Architecture e Urbanism

2017 (first semester) - 2022 (second semester)

Centro Educacional Espaço Integrado

2002 - 2016

PREVIOUS WORK AND INTERNSHIPS:

Francisco Hue Arquitetura

JUNIOR ARCHITECT

2022 - 2024

INTERNSHIP

2021 - 2022

Jardim Botânico, 568 - sala 206 Jardim Botânico, Rio de Janeiro - RJ, CEP 22461-000

Telefones: 21 2511.1013 | 21 3085.8610

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Fernanda Delpizzo Jóias

MEDIA AND ART DIRECTOR

2020- 2023

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Pontual Arquitetura

INTERNSHIP

2019

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http://pontual.arq.br/



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sofiaburin.com



LANGUAGE PROFICIENCIES:

Portuguese (fluent)

English (fluent - CEFR C1; TOEFL 103)

Spanish (Advanced)

EXPERIENCES:

MEDS Workshop

Plivatri - Floating pavillion

Rijeka - CITY OF TEXTURES 2025

Collaboration assembly of the work

Strandbeest by Theo Jansen

CAN REON Festival

28th June 2025 - Tiana (Barcelona)

Floating Arches

Honorable Mention on Tactical Urbanism Now!

2023 Terraviva Competitions

Academic Exchange Program at The Citty College of New York (Cuny)

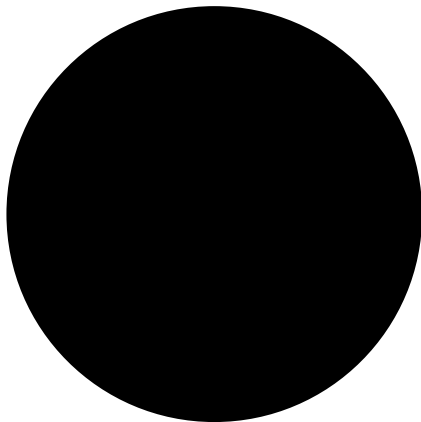
Spring Semmester 2020

Topics in Arch and the City Lecture (The Synthetic Sublime; Vibrant Matter Of The City) - Instructor Michael King

Two-Dimensional Design - Instructor Maria dos Santos

Vector Illustration - Instructor Amy Hulseman

Introduction to Photography - Monika Hazut-Uchiyama



SKILLS:

Autodesk AutoCad

Archicad

Adobe Photoshop

Adobe Illustrator

Adobe Lightroom

Adobe Indesign

Adobe Premiere Pro

Sketchup

V-ray

D5 Render

Qgis

Microsoft Office

3D Printing - Flash Print

Digital Photography

Ceramic modeling

Architecture modelling

Hand drawing

SOFA EVENTS

Barcelona, Catalunya, Spain

FEV. 2025-NOW

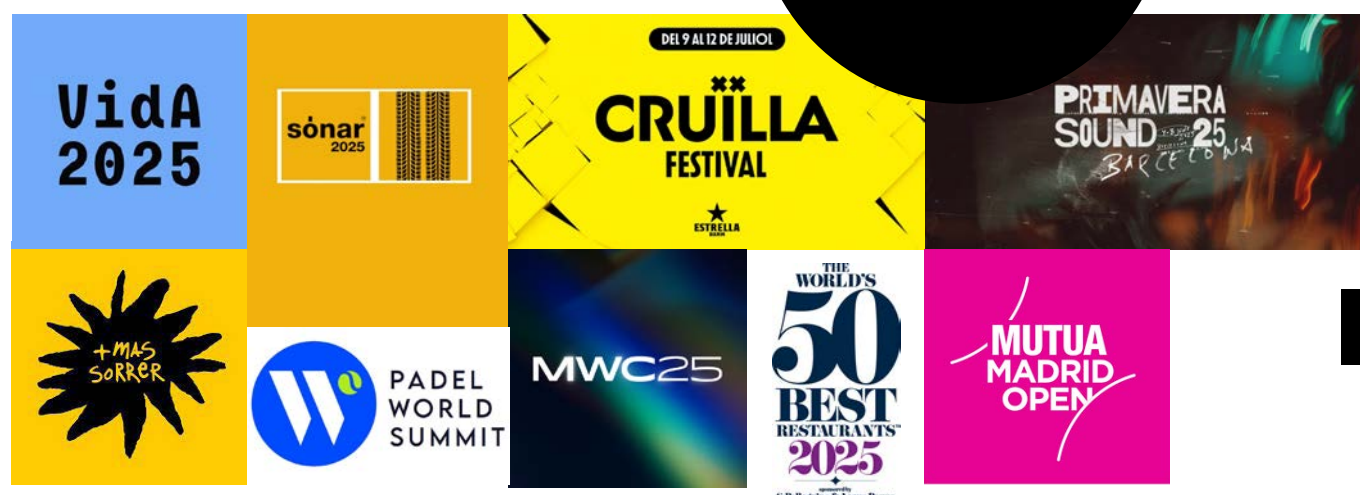


Ephemeral Architect

Focused on the design of temporary spaces for events, festivals, and retail experiences.

In my role, I lead the creative and technical process—from concept development and 3D modeling to prototyping, material selection, and supplier coordination. I design furniture, stands, installations, and graphic elements for major brands like the Damm Group and other international clients, bringing their identities to life through immersive environments. I'm also collaborating with the innovation team, exploring new materials, technologies, and sustainable solutions.

sofa
EVENTS



STANDS

Temporary and reusable structures that showcase brands visibility.

SOFA EVENTS



PANTONE®
293 C



PANTONE®
2035 C



PANTONE®
2768 C

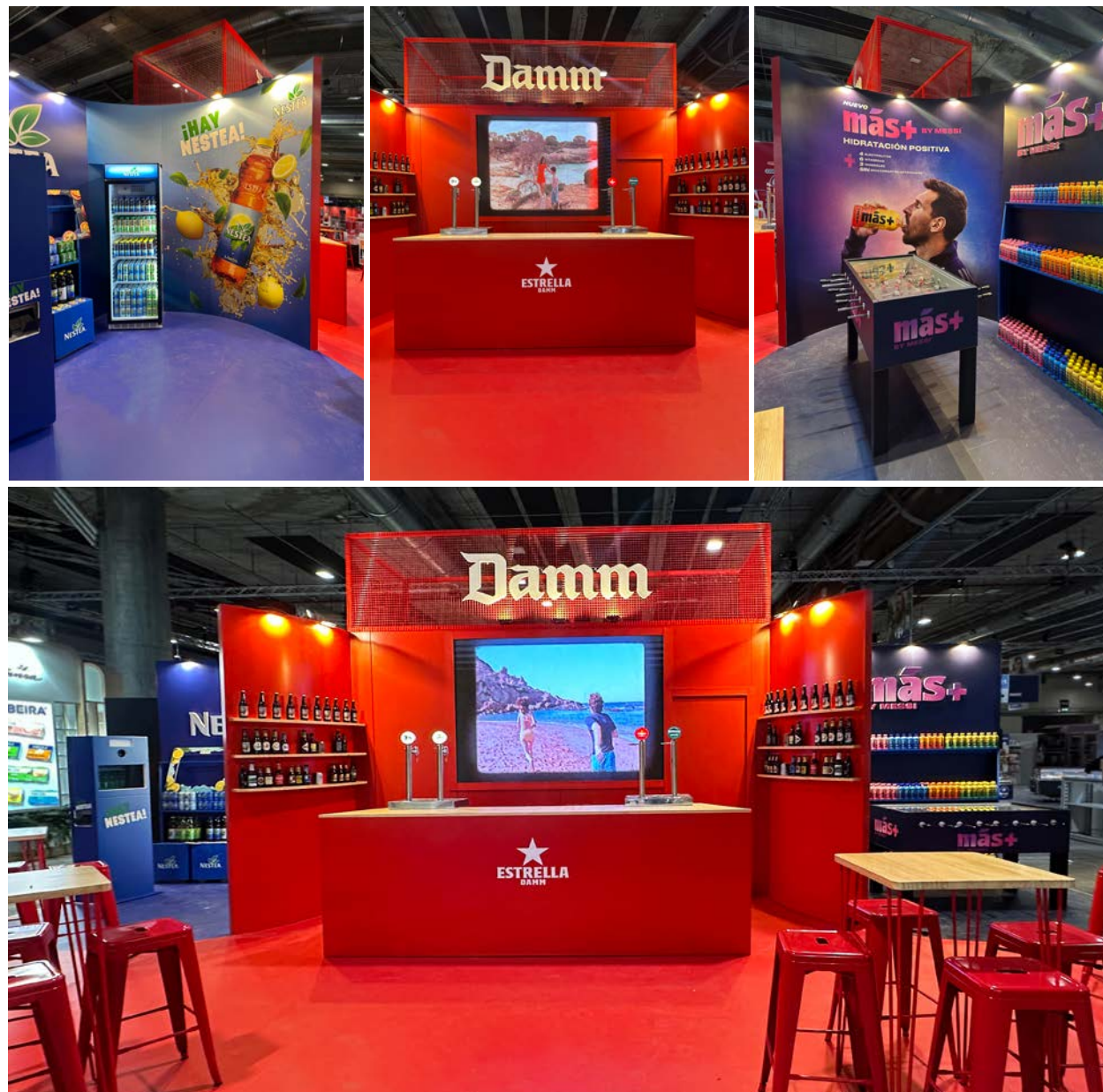
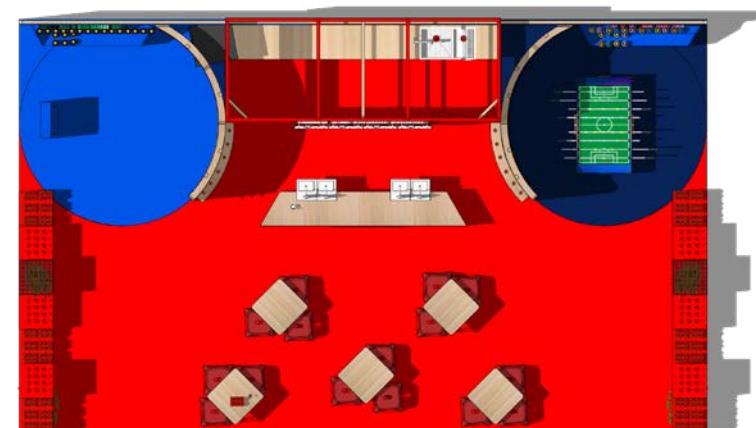
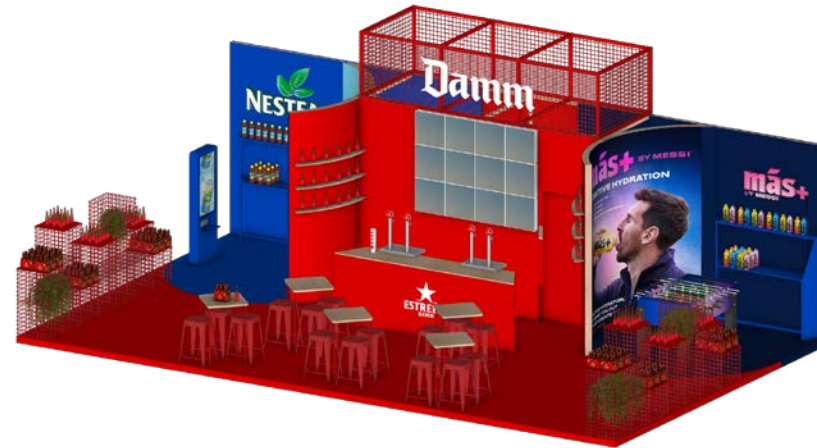


Damm + NESTEA + Más Stand Salón Carrefour 2025, Madrid

The stand design aims to balance the visual identity of three brands, maintaining both aesthetic and functional coherence within the space.

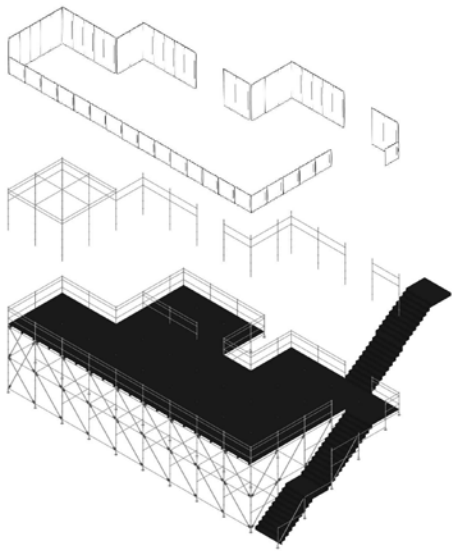
With a 60 m² surface, the stand opens on three sides and features an opaque back wall that provides visual support and storage space. Each brand's area is distinguished through the use of color, creating clear individual identities within a unified whole.

Color serves as the main tool to differentiate the three brand universes, while metal grids filter light and shadow, creating transparency and reinforcing the sense of continuity between distinct identities.



LOUNGES

Design of branded environments for a intimate experience, creating spaces where audiences can connect and engage with the brand.



Voll-Damm **FSTVL**
DOBLE MALTA **B.**



Festival•B VIP Voll-Damm 2025, Barcelona

For the Voll-Damm VIP area, we designed a space that embodies the concept “the occasion deserves it”, incorporating elements that elevate both the festival and the audience experience.

The goal was to create a highly photogenic environment with a clear yet integrated brand presence, moving away from the conventional photocall corner. Instead, we proposed an immersive atmosphere that brings “the occasion deserves it” to life, a space where every corner invites to be captured and shared, enhancing the overall experience of the event.

Festival•B is a meeting point for the music of tomorrow and Barcelona’s main showcase for emerging trends and alternative sounds. A unique festival that embraces innovation and captures the pulse of the independent urban scene, taking over the Parc del Fòrum during the last weekend of September with a carefully curated selection of groundbreaking performances.



STAGE AND INSTALLATIONS

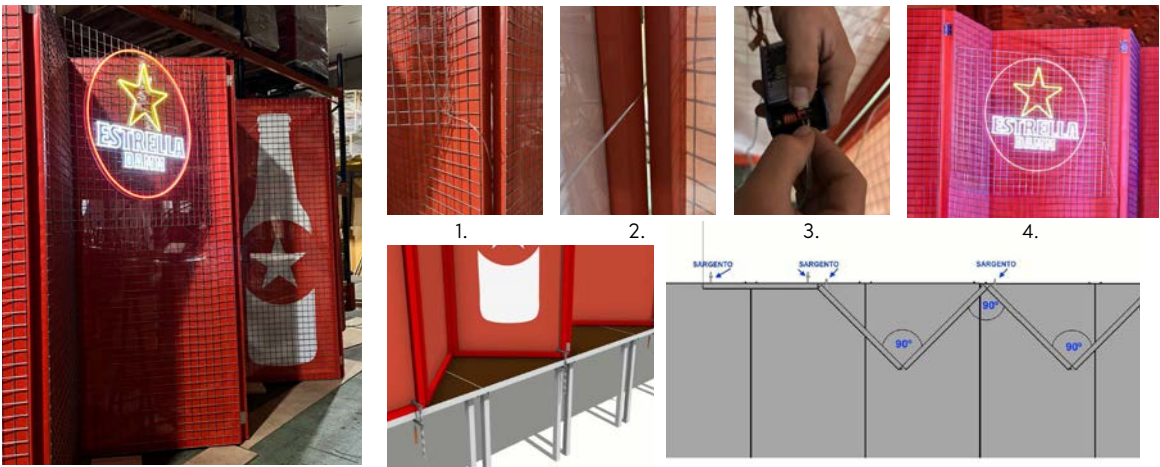
Scenographic designs that set the atmosphere, enhance performances, and transform events into immersive experiences.



Foldable scenography Íntims al Castell

2025, Castelló

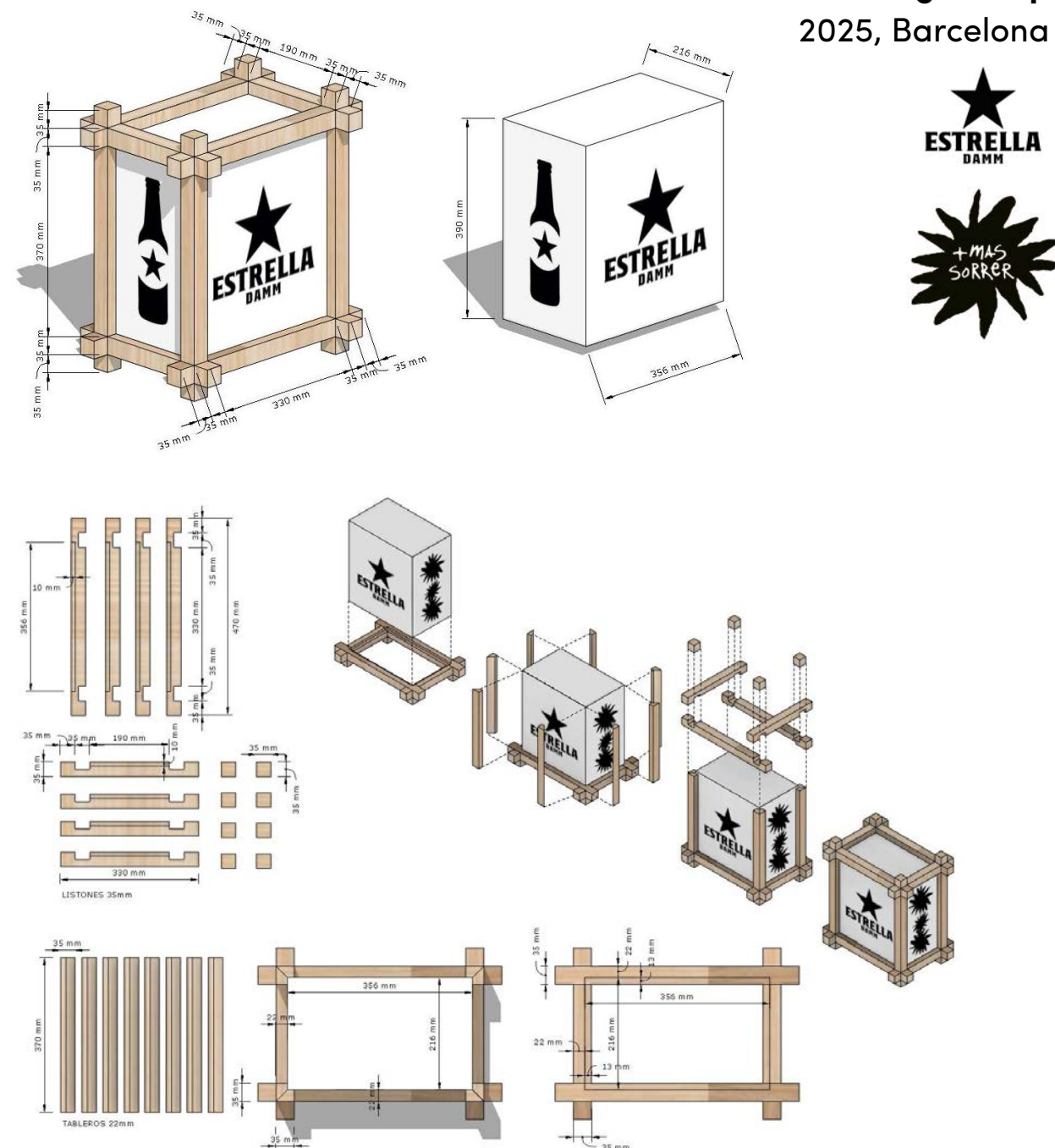
A modular and foldable scenography designed for Íntims al Castell, a summer cultural series held in the historic castle of Onda. The structure was conceived as a lightweight and adaptable backdrop capable of being assembled and dismantled quickly within the heritage setting.



BRAND VISIBILITY

Development of visual elements, signage, graphics, and identity applications that amplify brand presence and communicate clearly within the space.

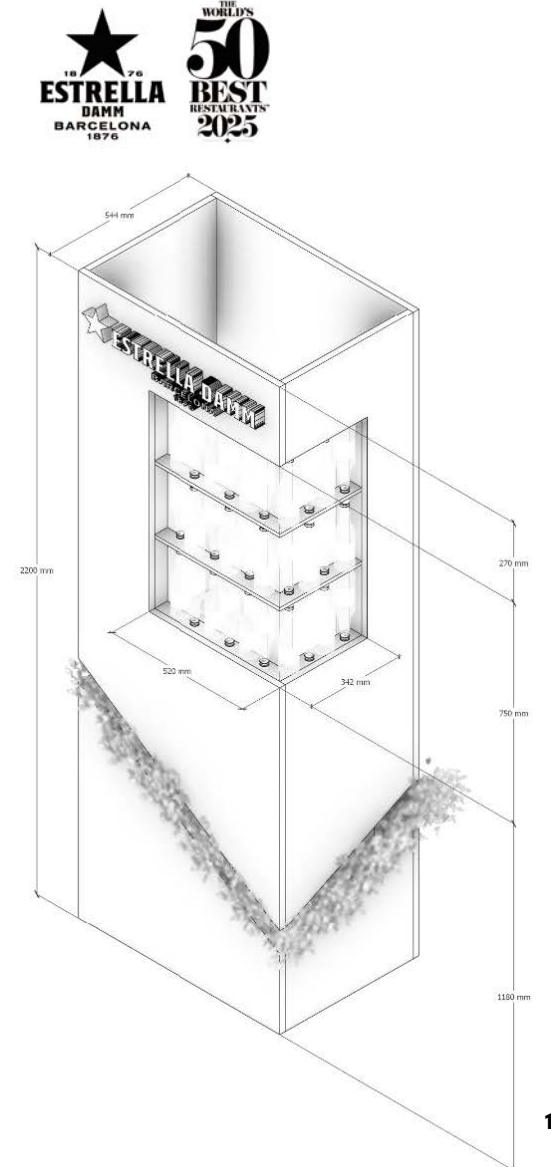
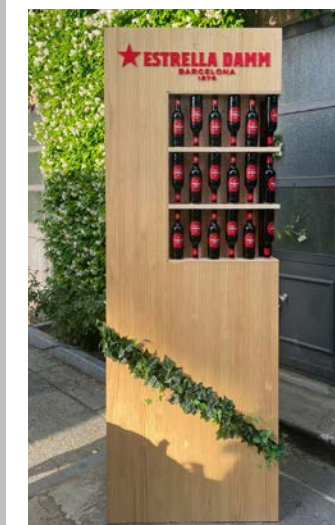
Estrella Damm + Mas Sorrer
Stage Lamp
2025, Barcelona



Estrella trolley for AC Hotel Gavà
2025, Barcelona



**Estrella Damm totem
for 50 Best
2025, Turin**



MEATS

2024 - 2025

ELISAVA Barcelona



Master in Ephemeral Architecture and Temporary Spaces

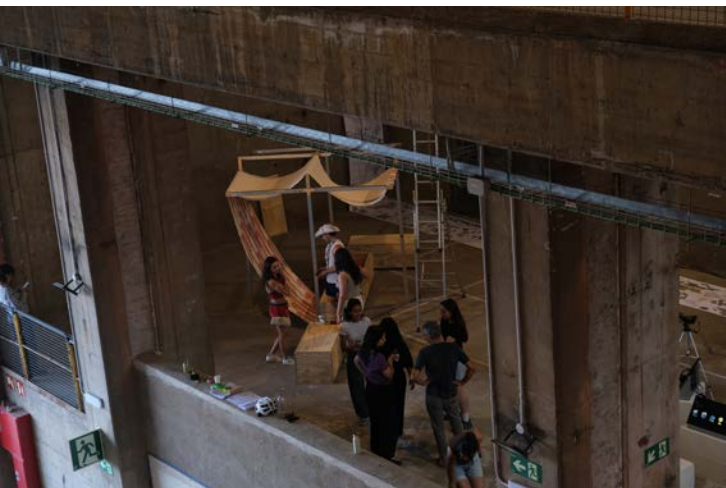
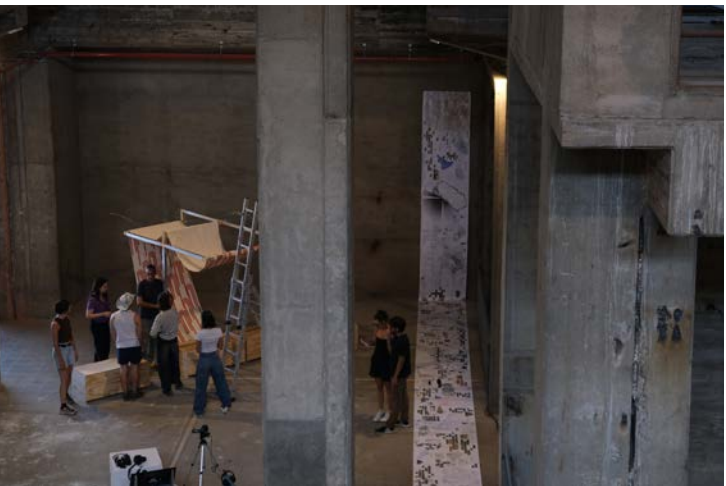
How to rethink architecture and spatial design in a context where the temporary has become the new permanent? The program combines research and practice through real projects with social impact, exploring four main areas: city making and social innovation, art and exhibition, events and pop-ups, and emergency and activism. Integrating both consolidated and emerging formats, it provides conceptual and practical tools for all stages of the design process, from concept development to detailed execution.

MEATS
MASTER IN EPHEMERAL ARCHITECTURE
AND TEMPORARY SPACES
EXHIBITION, EVENT & POPUP DESIGN

ELISAVA Barcelona School of
Design and Engineering



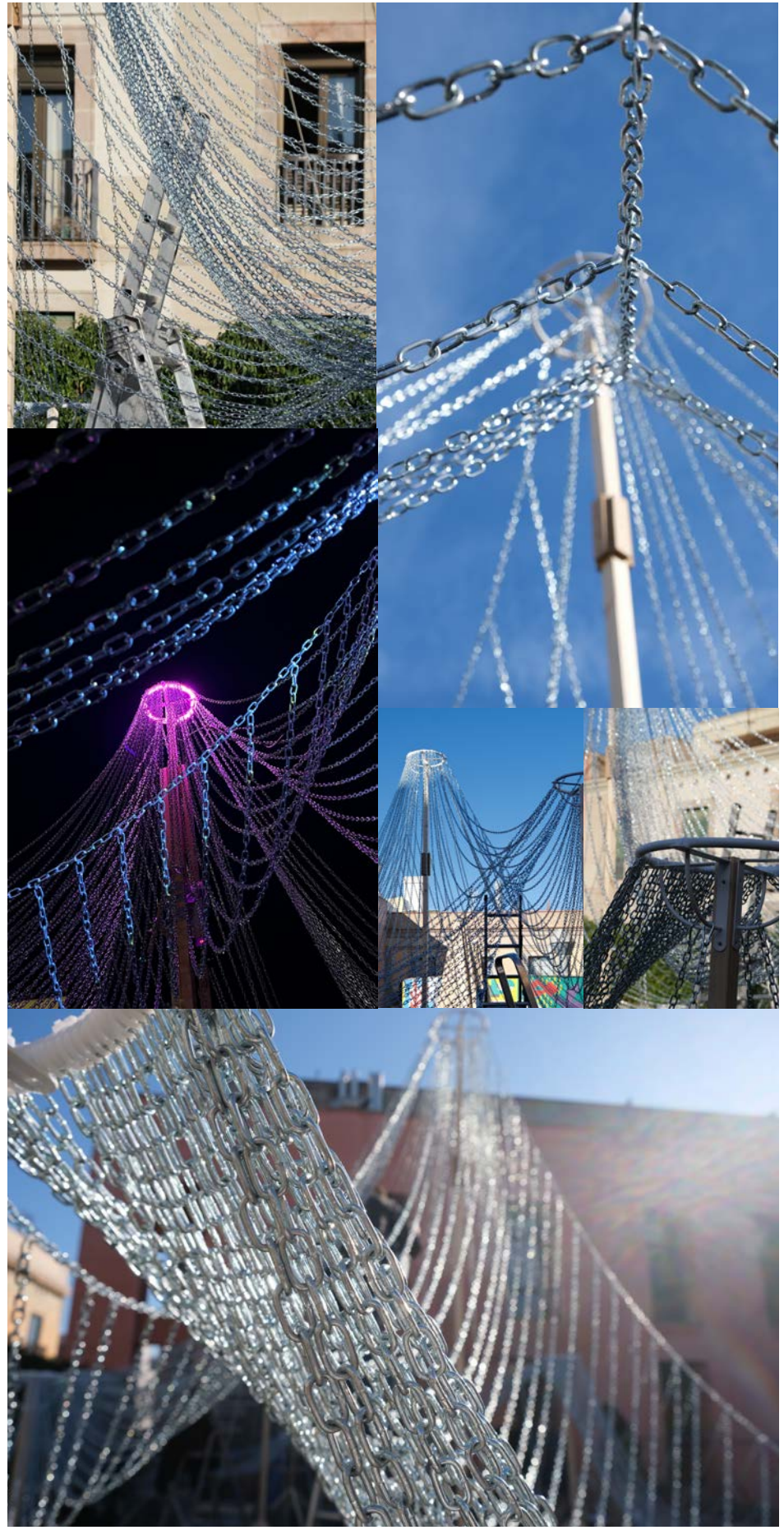
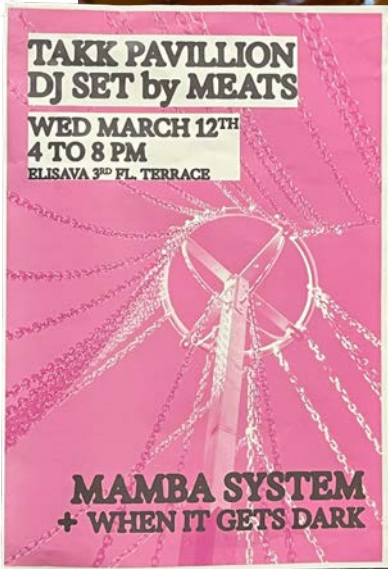
Gwen Ackermann, An Yi,
Ilia Bempi, Sofia Burin,
Enrico Carnielli, Valeria Checa,
Catalina Codino, Francisco Coloma,
Tania Lakkis, Stuart Medcalf,
Lea Naim, Gabriella Nucara,
Raquel Quintana, Beatrice Rancati,
Jose Maria Rodriguez,
Eva Stamatiou, Stefania Zanetti.
Directors: Roger Paez, Toni Montes



TAKK WORKSHOP

Pop-up pavilion design-built on the rooftop of Elisava

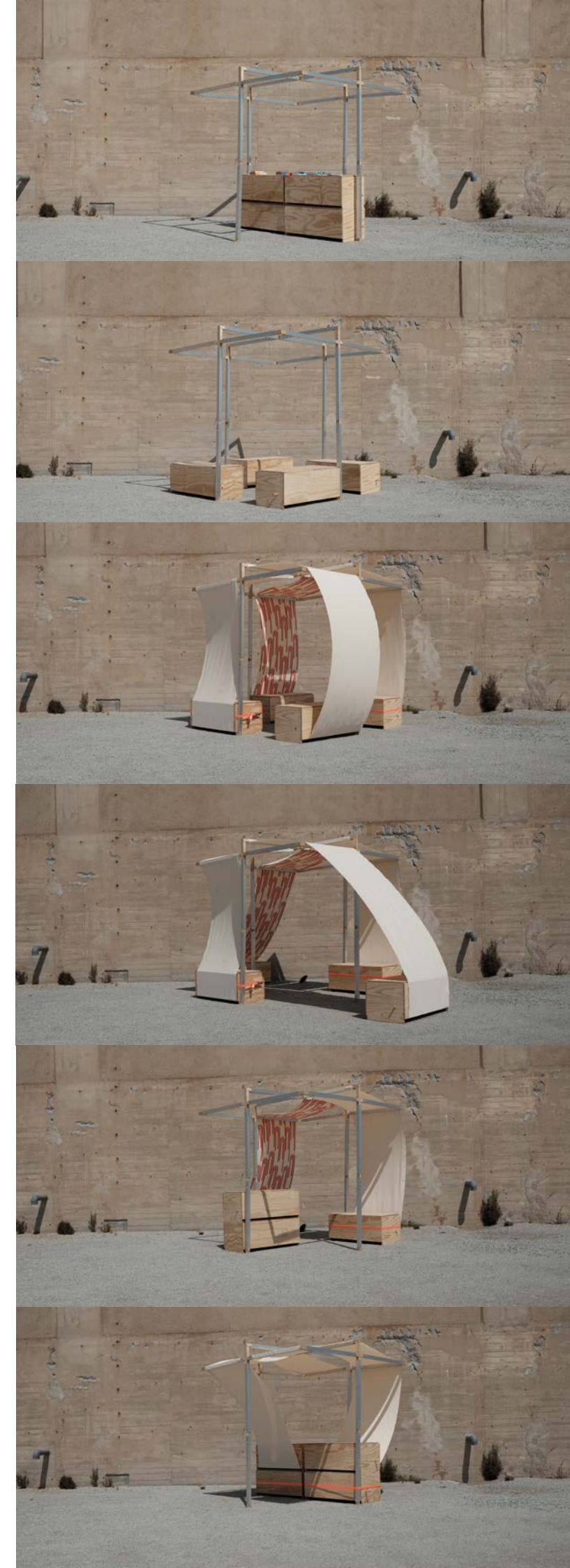
Elisava Fall Pavillion workshop for Elisava MEATS students was led by TAKK. Developed on a cantilever system inspired by Gaudí's models, combining experimentation and collective making. The resulting lightweight canopy provided temporarily both shelter, encounter and a gathering space on Elisava's terrace. The last act was a celebration, a party organized under the structure.



OMNIUM STAND

The stand prototype designed for Omnium Cultural features a frame that can be easily assembled and disassembled, and it fits entirely into the four boxes that support the structure and make it portable.

The modular structure, made of wood and metal, is designed to occupy a standard 3x3 meter space. This space can be expanded by rearranging the boxes and attaching the fabric in different ways, generating several configurations depending on the intended use. For example, in a market or fair, the boxes can become display tables; in a public event setup, they transform into seats facing each other, encouraging gathering and interaction among people.



EIXIR - LLUM BARCELONA 2025
Honorable Mention in the 2025 Llum BCN Young Talent Award for community engagement

What if, in the absence of light, we could see what was once hidden?

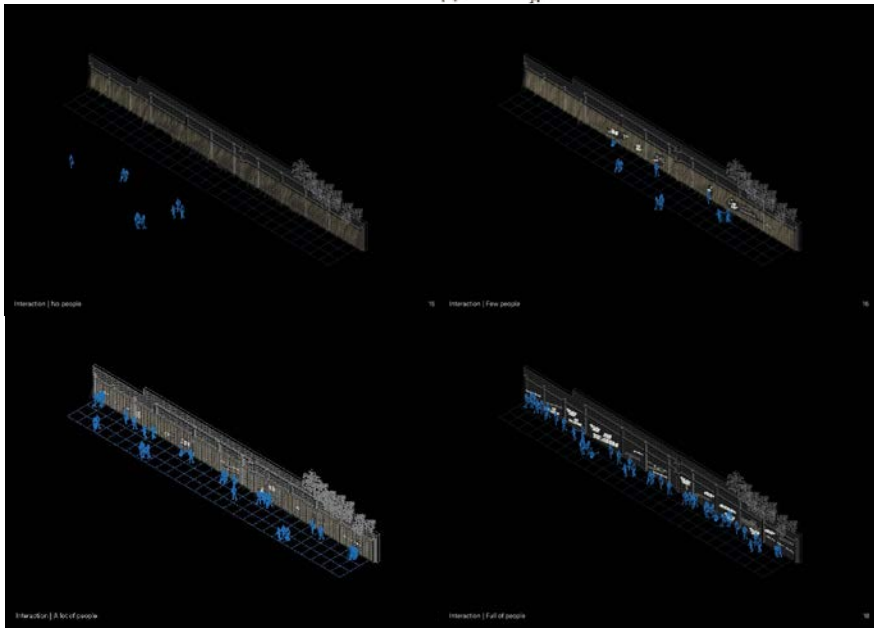
That question guided Eixir, a site-specific installation created by MEATS students Elisava School of Design and Engineering for the Llum BCN Festival 2025.

Installed on a metal wall in Poblenou, a wall long used for protest graffiti and political expression. The project reimagines darkness not as the absence of knowledge, but as a force of revelation. Inverting Enlightenment ideals, Eixir uses shadow to amplify what is often silenced: the voices of a community fighting for the redevelopment of their square and its renaming to Plaça Manel Andreu, in honor of a local activist.

In Catalan, eixir means “to emerge”, to become visible after being hidden. True to its name, the installation was developed in close collaboration with the Poblenou Neighborhood Association and local residents through surveys and participatory workshops, including creative sessions with children from the Sant Martí public school. Participants shared memories, emotions, and hopes for the site, which were transformed into stenciled messages projected by torches housed in wooden boxes.

To reveal these messages, we designed an interactive light system: LED strips and motion sensors responded to the presence of visitors. As people approached, the lights gradually dimmed, allowing the messages to emerge in darkness. We also constructed benches from repurposed materials, inviting passersby to pause and reflect.

More than an artwork, Eixir is a collective gesture of memory, resistance, and belonging. It reclaims public space through community voices and transforms a neglected wall into a living archive of neighborhood struggles, honoring everything from the dismantling of the electrical substation to ongoing protests against gentrification.



ARCHITECT AND URBANIST

Francisco Hue Arquitetura

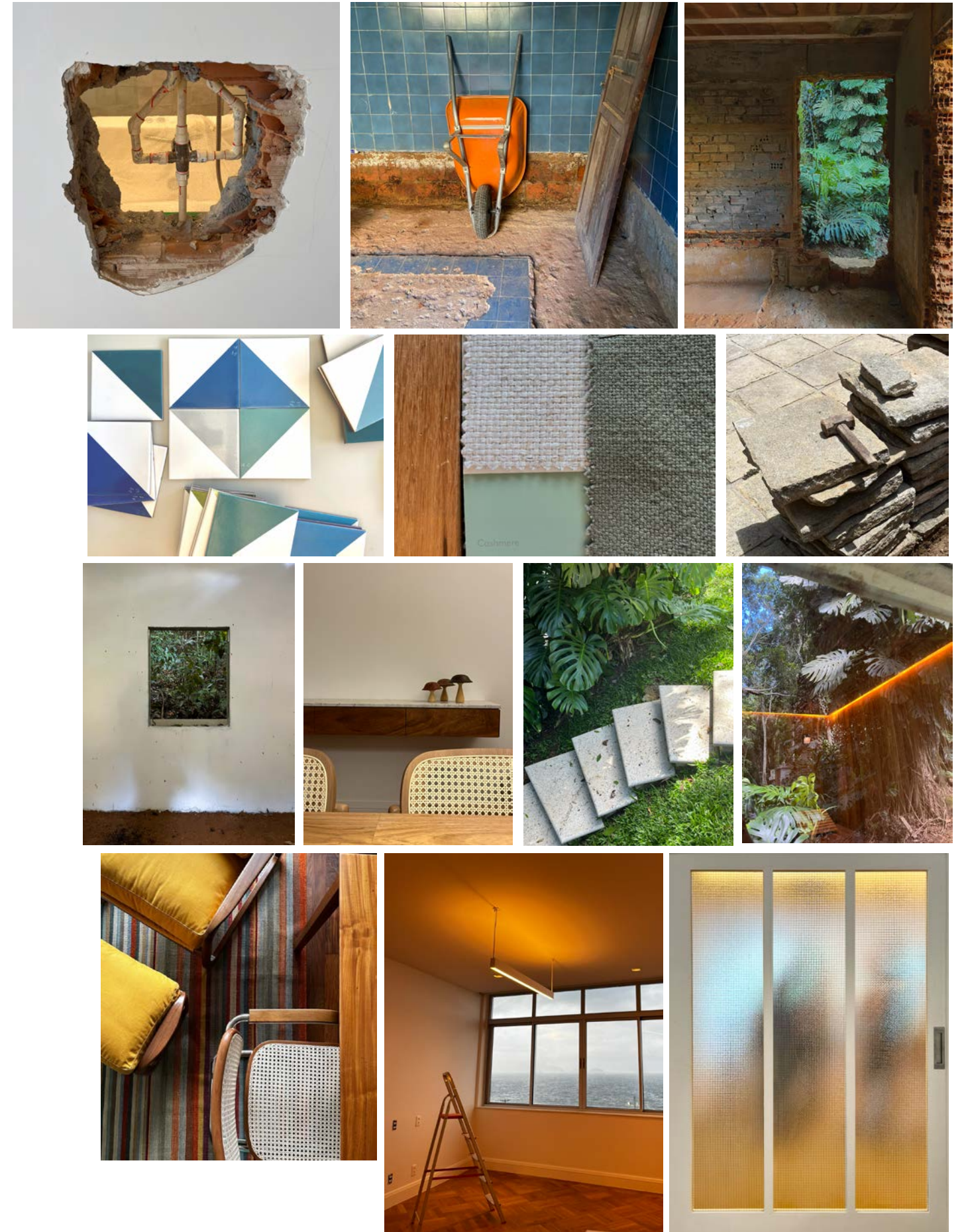
JAN. 2023-AGU.2024



Job involving all aspects of project phases. Working on projects for residential, commercial, and cultural establishments, as well as educational institutions.

Development of architectural drawings from macro (site plans, layout plans, architectural plans, sections, and elevations) to micro (detailing of structural elements, wet areas, and woodwork. Selection and specification of materials and furniture, lighting design and integration, development of budget spreadsheets, production of 3D images, and assistance in digital media, technical visits, on-site execution follow-up and quality control).

Architectural drawings using
Autodesk AutoCad
Project presentation and
moodboards using Photoshop and
Indesign
Image rendering using Sketchup
and V-ray
Development of budget and analysis
spreadsheets using Microsoft Office

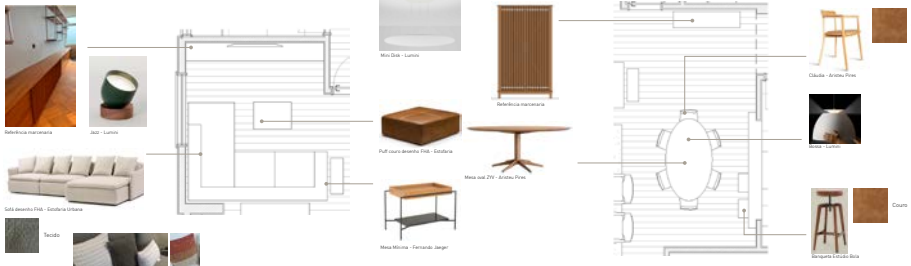


Projects in Rio de Janeiro and São Paulo involved furniture design and execution detailing, woodwork detailing, interior layout, and lighting design. Each project's space planning included careful material selection and specification.

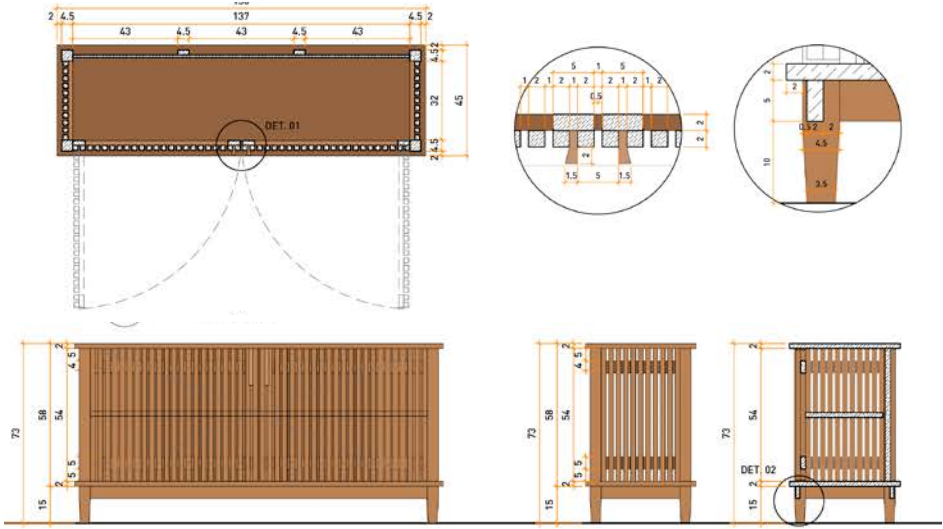
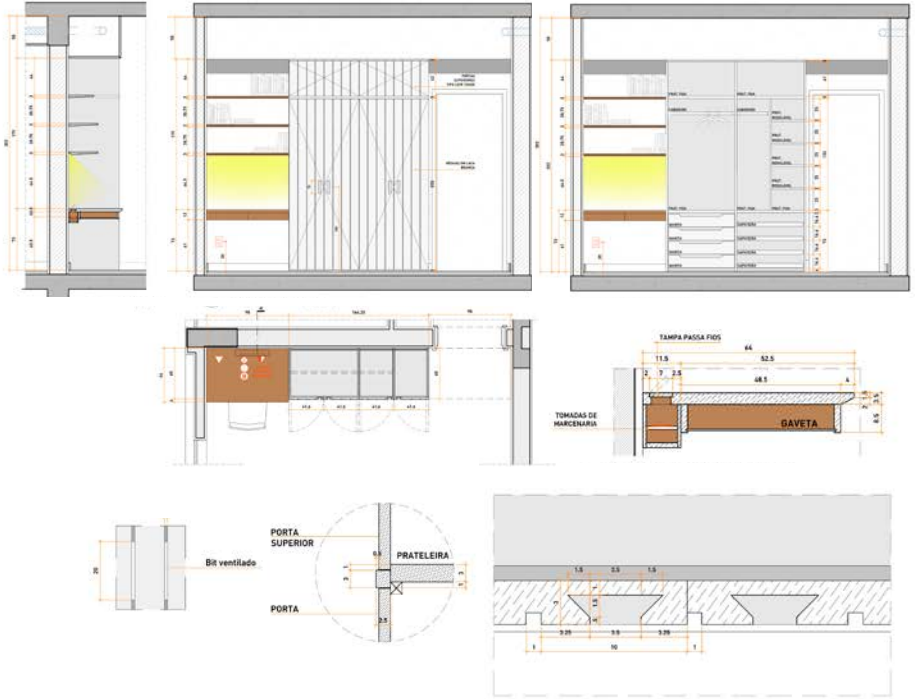


2. sala de TV

3. sala de jantar

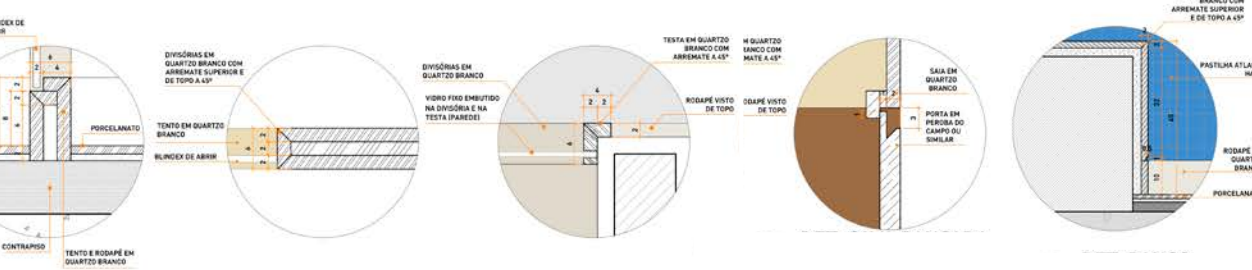
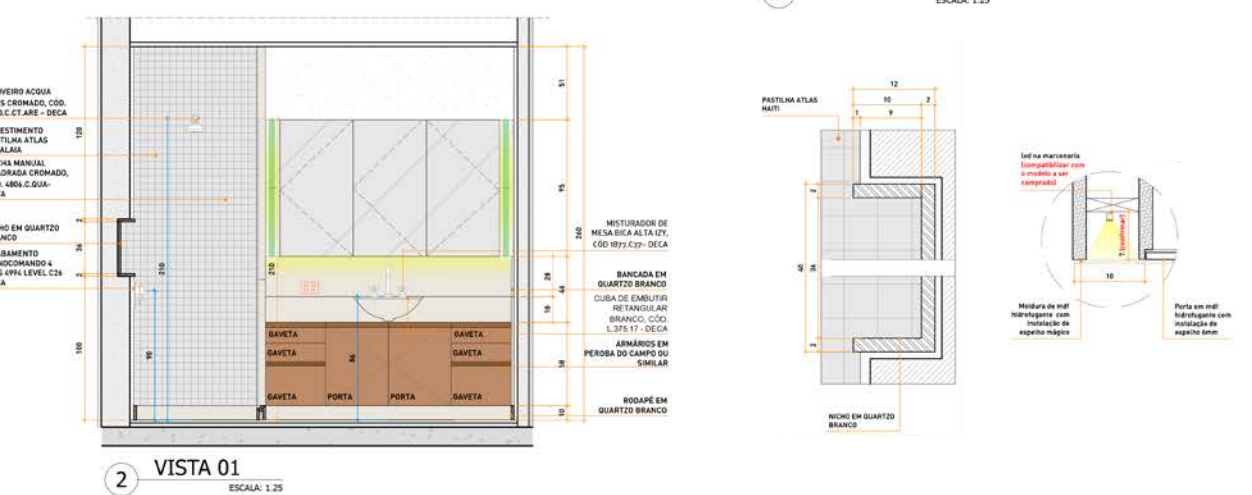
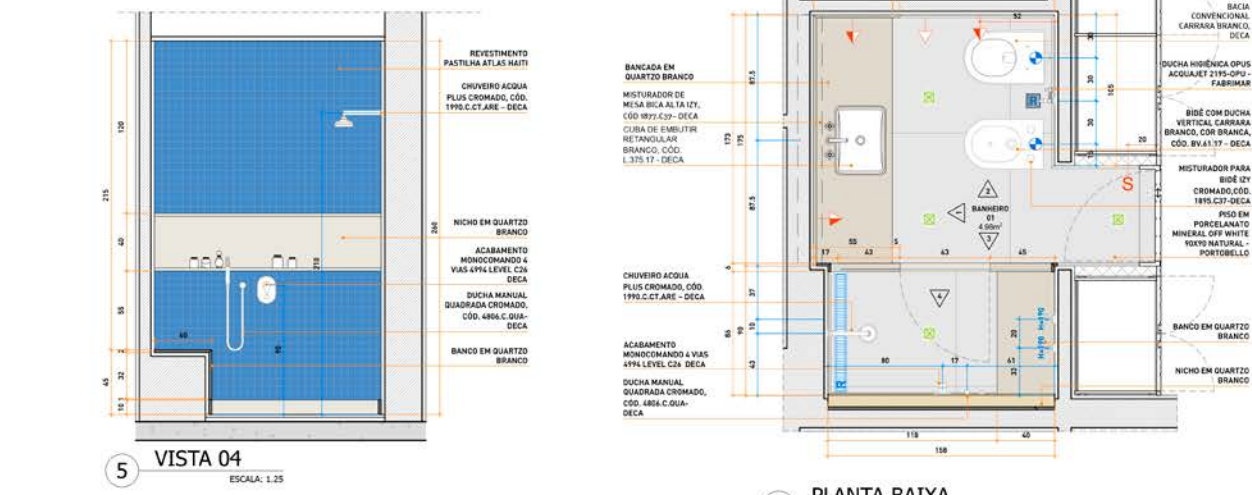
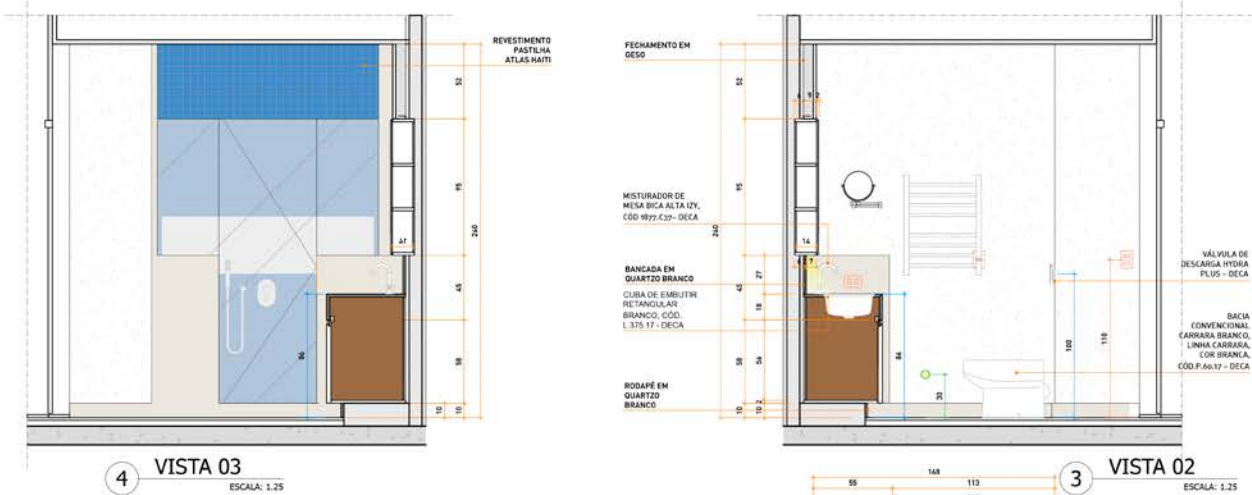


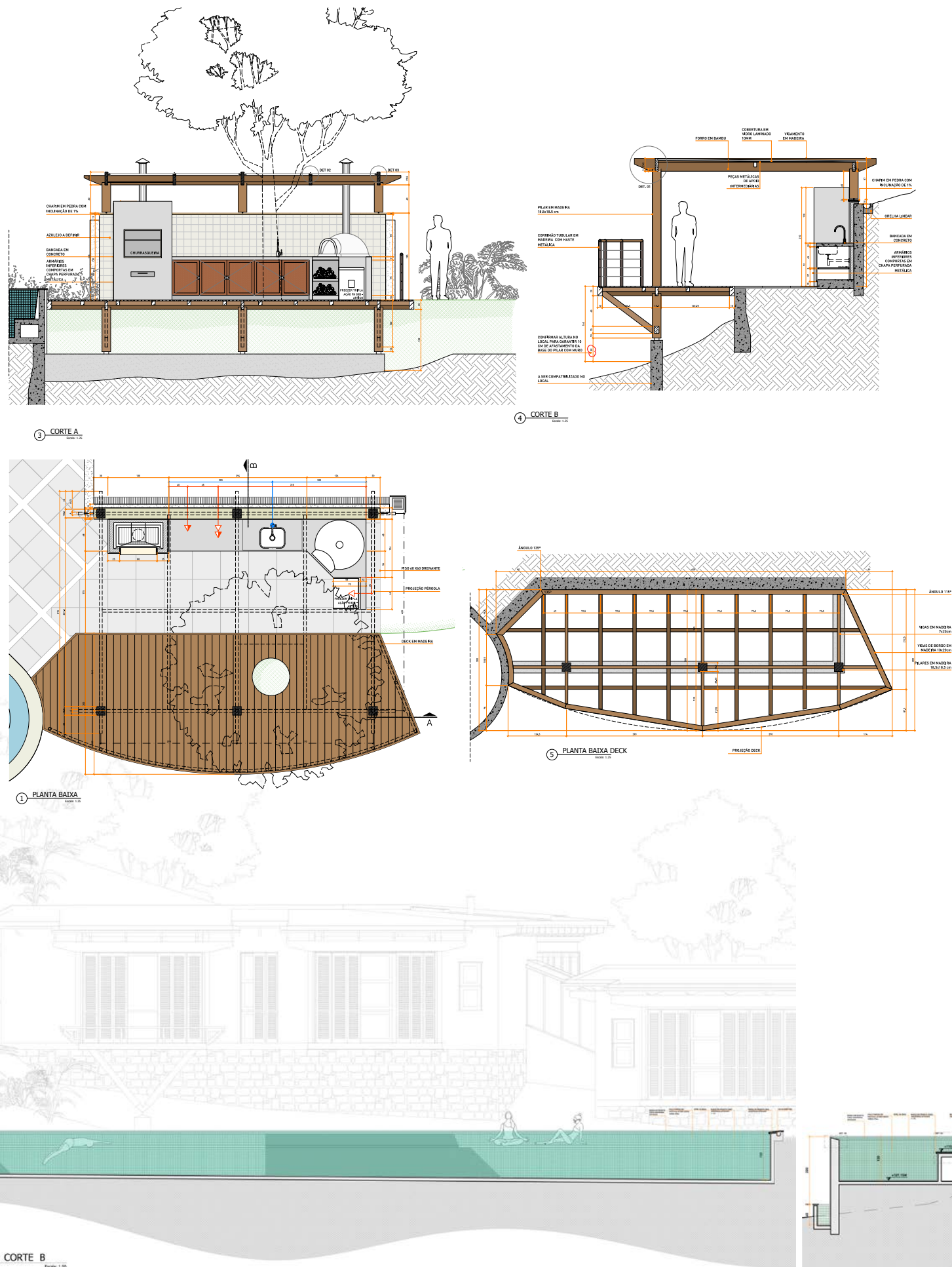
1. sala de estar





Comprehensive conception and technical detailing of wet areas, combining functionality, durability, and aesthetics. Scope included material and equipment specification to meet high-performance standards. Coordination of lighting, electrical, plumbing, gas, and sewage systems needed to ensure integration. Special attention was given to ergonomic design, space optimization, and compliance with safety regulations, to meet the client's needs.





MAUÁ. This project involved the design and execution detailing of two areas: an outdoor kitchen + deck and a 25m swimming pool, focusing on a seamless integration within the outdoor space.



MEDIA AND ART DIRECTOR

Fernanda Delpizzo Jóias LTDA

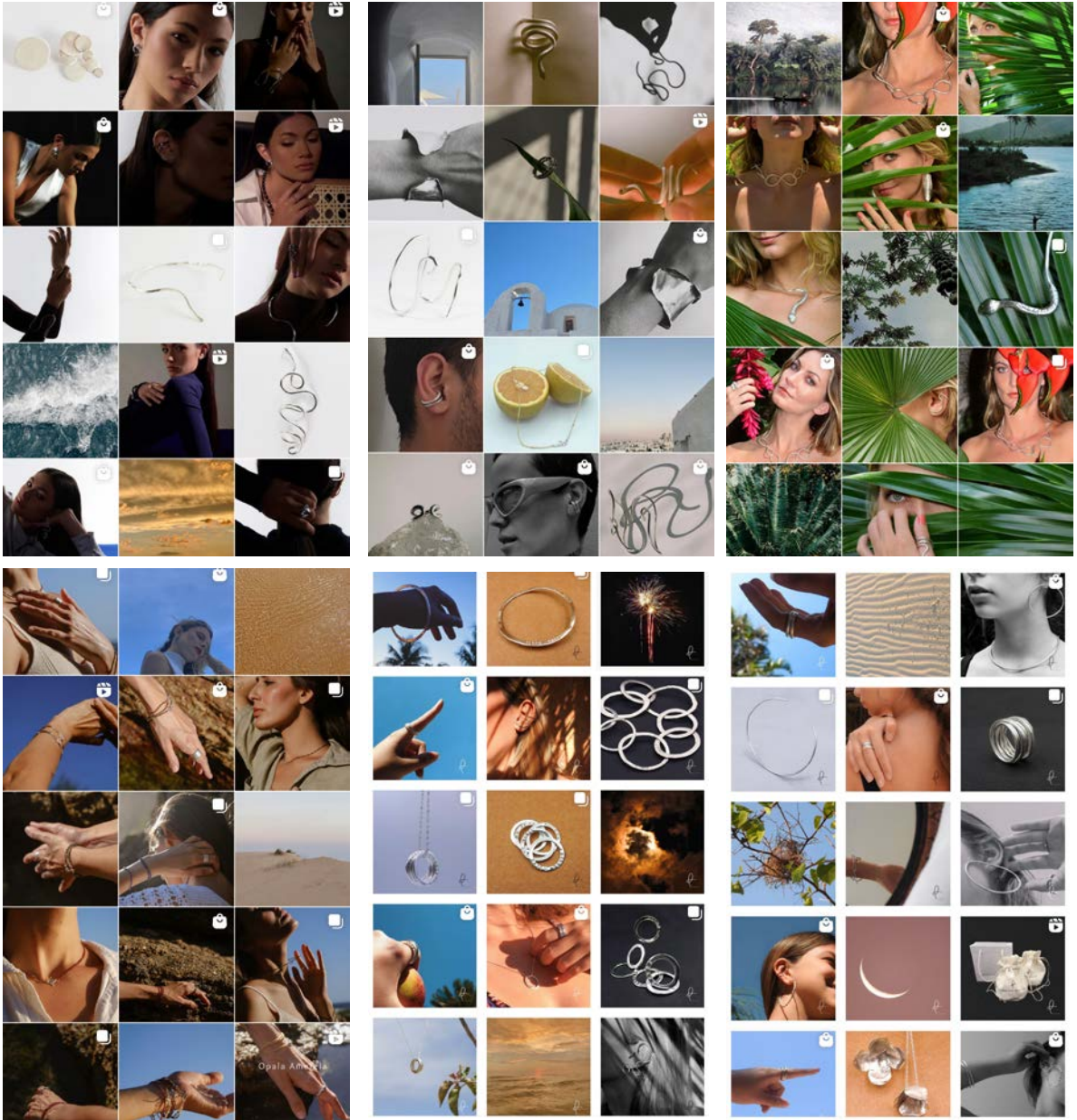
Concept Developer and Storytelling
for Collections and Campaigns
Social Media Manager
Photographer and Editor
Website Developer and Manager



In 2020, during the pandemics, mother and daughter created a jewelry online store and brand.

All pieces are handmade following a minimalist and organic design. Giving value to the distinct process behind the craft of each piece and what makes them unique. Pieces are made to order. Slow fashion and sustainability are present in all parts of the process.

The perfect jewelry is the one that makes you happy, and that is what the brand seeks with every piece made.



FLOATING ARCHES

HONORABLE MENTION
Tactical Urbanism Now! 2023
Terraviva Competitions

Project carried out in partnership with
Gabriela Mello



The Square:

Home to one of the most representative symbols of Rio de Janeiro, and to the most important activities of Lapa. Cardel Câmara Square is the stage for ephemeral and spontaneous space appropriations. It carries great cultural and historic importance but also embraces newness, clashing past and present.

In contrast with the bohemian essence of Lapa, the square is not spatially inviting. The absence of structures or shelter promotes an empty dry space in the middle of Lapa's pulsing vitality.

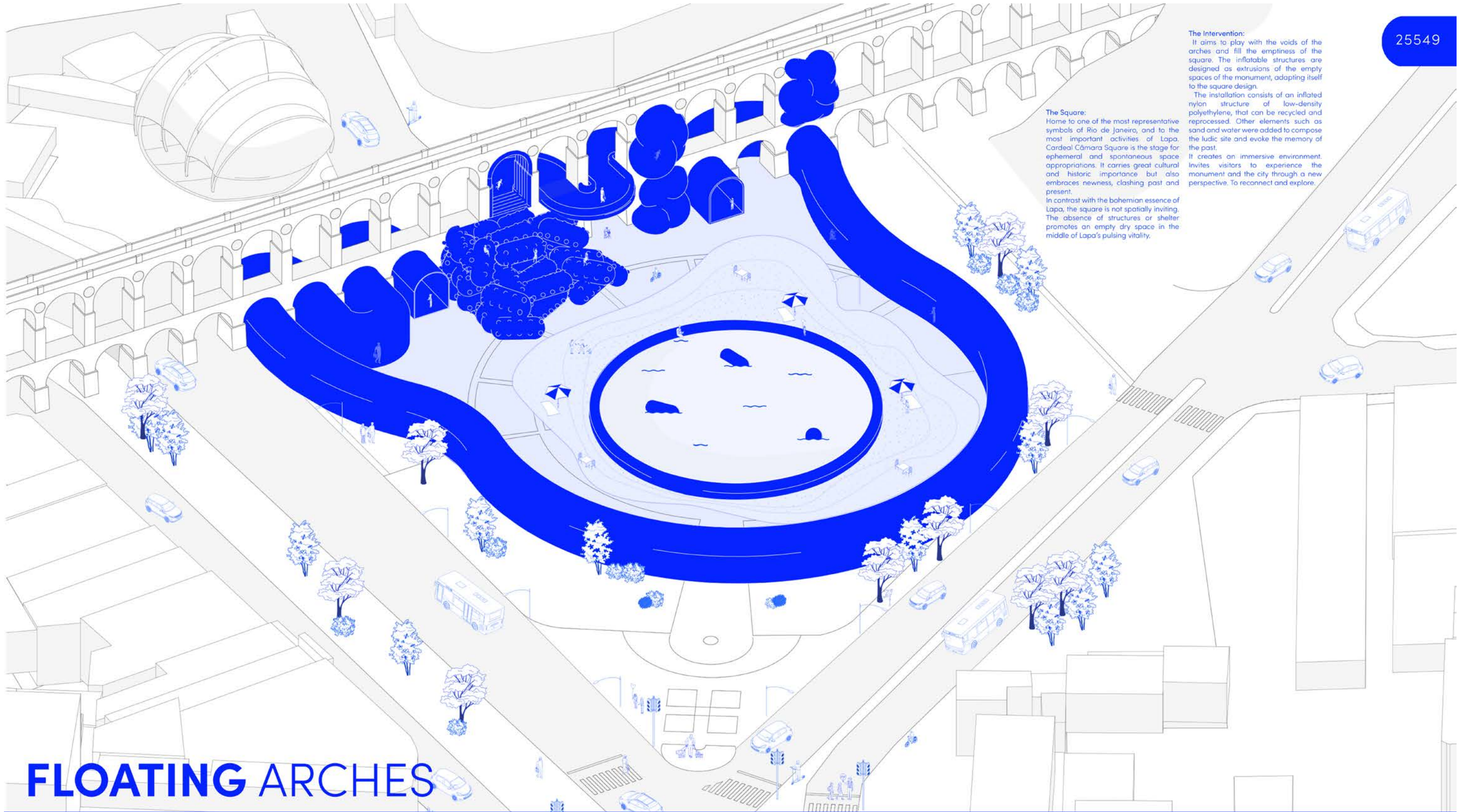
The Intervention:

It aims to play with the voids of the arches and fill the emptiness of the square. The inflatable structures are designed as extrusions of the empty spaces of the monument, adapting itself to the square design.

The installation consists of an inflated nylon structure of low-density polyethylene, that can be recycled and reprocessed. Other elements such as sand and water were added to compose the ludic site and evoke the memory of the past.

It creates an immersive environment. Invites visitors to experience the monument and the city through a new perspective. To reconnect and explore.





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The Square:
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FLOATING ARCHES

Site:

Cardeal Câmara Square, Lapa, Rio de Janeiro, Brazil.



Climbing-wall:

Promotes access to the second level of the arches. Allowing an unusual perspective of the site.



Pool:

Reconnection to the past. A memorial to the city's most important aqueduct. Playful relief from the heat.



Tunnel:

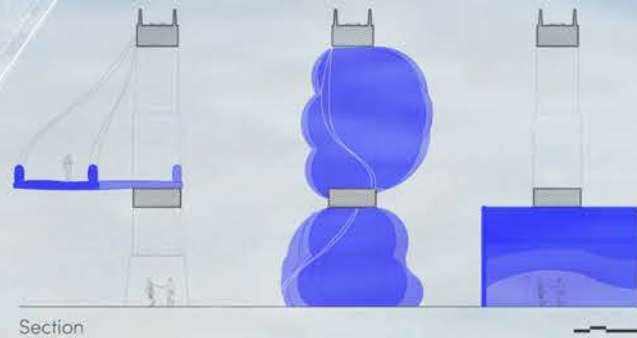
The most immersive experience of the installation. Creates an enclosure within the square and a sense of place.



Blob:

Almost as an explosion of the Arches void. Allows a tactile approach of the empty space.

FLOATING ARCHES



Tunnel



Climbing-wall



Blob



