

2022 >

> 2026

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Motivation

Architectural representation and space design

Holding a Bachelor in Interior Architecture from the Haute École d'Art et de Design (HEAD) and having successfully completed the first year of the Master of Arts in Interior Architecture (MAIA) program at HEAD, I aim to strengthen my research into designing buildings as levers for biodiversity regeneration. My goal is to develop bioclimatic transitional spaces capable of regulating temperatures while reintegrating living systems into the very fabric of the built environment. This approach reflects my commitment to aligning my technical skills with a clear social, activist, and ecological stance.

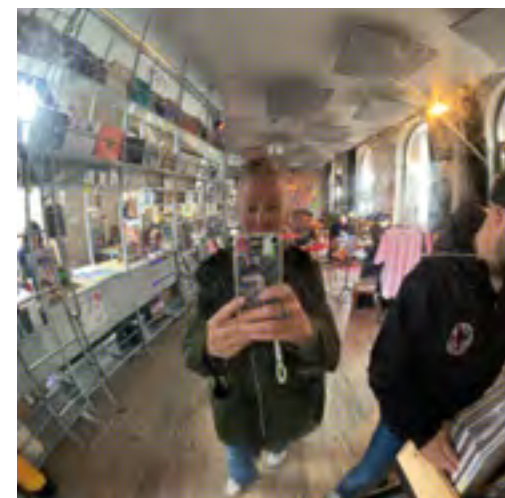
The Master's program I am currently enrolled in at HEAD provides a privileged academic framework to deepen my research on circularity, interdisciplinarity, and emerging ecological paradigms. Situated at the intersection of academic rigor and experimental practice in interior architecture, this program offers fertile ground for developing spatial regeneration strategies in response to the sixth mass extinction.

Throughout my studies at HEAD, my projects have consistently explored the integration of biodiversity as a structural response to environmental crises. During the "Forced Reuse" studio, under the direction of Léonid Slonimskiy, I designed "Terrapolis," a strict ecological reserve where human presence is excluded in favor of ecosystem restoration. Simultaneously, the "Passågg" project utilized vegetation as a therapeutic tool, fostering the

psychological reconstruction of exiled migrants. My thesis, titled "Natural History Museum of Geneva: The Legacy of the Anthropocene," examined the power dynamics and control exerted by humans over living systems. Finally, during the semester with the Aproprà studio, focused on the urgency of reuse, the project "The Enchanted Forest" led me to critique the dogmas of modernist architecture and the sanitized conception of nature, proposing an alternative where the built structure recedes to enable a symbiosis with the plant world.

These challenges resonate deeply with my journey, through which I have developed a project-based ethics centered on the triadic relationships between humans, non-humans, and architecture. The MAIA will enable me to move beyond theory and operationalize my fundamental conviction: to design inclusive and ethical spatial solutions that foster durable and resilient inter-species cohabitation.

Stéphanie Hemidi



Curriculum vitae

contact

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info@interieur.archi
www.interieur.archi

born

Paris on 6 september 1974

nationalities

Swiss and French

languages

French — mother tongue
English — level B2

programs

Plans: Archicad, Revit, AutoCad, Sketchup
3D: Archicad, Rhino, Sketchup, Blender
2D: Illustrator, Photoshop, Lightroom
Graphic design: InDesign, Quark Xpress
Web: WordPress, Flash, Dreamweaver
Office software: Acrobat, Word, Excel, PowerPoint
Editing: Première, FinalCut, iMovie

master, bachelor and cfc

HEAD – Haute Ecole d’Art et de Design
+ Master Interior Architecture
Sept 2025 - currently
HEAD – Haute Ecole d’Art et de Design
+ Bachelor Interior Architecture
Sept 2022 - June 2025
EAD – Ecole des Arts Décoratifs
+ CFC graphic design
August 1989 - June 1995

interests

Architecture, art, design, graphics, film,
illustration, photography, video, animation,
exhibitions, swimming, cycling, running,
triathlon, walking.

concours remportés

Concours identité visuelle
Département du Territoire
DALE / DT – État de Genève
Concours sur appel remporté en 2016

**Concours identité visuelle
du Grand Genève**
Agglomération transfrontalière
franco-valdo-genevois
Concours sur appel remporté en
2024 – 2020 – 2016 – 2012

formations

Interior Architecture - IPAC Design
+ Diplomas years 1 and 2 -
evening classes
sept 2020 - june 2022

Institute of design - online
+ Interior design courses 2019

Sketchup Certificate- CAD School
+ Diploma 2019

Webdesigner Certificate- IFAGE
+ Diploma webdesigner 2008

Dreamweaver CS3 - IFAGE
+ Diploma 2007

Multimedia - IFAGE
+ Multimedia diploma 2002

expositions - figuration

Notti Future de Maria-Clara Castioni
Figuration pièce citadine nocture
October 2024 - Lugano

New artists street culture exhibition
Black and white
illustrations+ photographs
1994 - Paris

L'étrange, l'étranger EAD
Awele
exhibition for the Geneva School of
Decorative Arts
1993 - Bern

HEAD workshops

Forced Reuse
Casino de Campione - Mario Botta
Workshop led by: **K.O.S.M.O.S. architects**
Monte Botta
Febrary 2026 - June 2026

Pets
Workshop led by: **YKRA**
Creatures
September 2025 - Janury 2026

Baylon 2 bis - PAV
Workshop led by: **Fagart &Fontana**
Naturarium
Febrary 2025 -July 2025

Forced Reuse
Immeuble Clarté - Le Corbusier
Workshop led by: **K.O.S.M.O.S. architects**
Terrapolis
September 2024 - Janury 2025

The decorative house
Workshop led by:
FALA atelier & COCI studio
Janus
Febrary 2024 - June2024

**The alchemy of atmospheres -
Inside virtual architecture**
Workshop led by: **Simon Husslein**
Upslie down
September 2023 - January 2024

Réanime
Workshop led by:
Valentin Dubois - Bertrand Van Dorp
Modul
Febrary 2023 - April 2023

Redécouvrir
Workshop led by: **apropă**
La forêt enchantée
April 2023 - June 2023

Et vogue le navire...
Workshop led by: **K.O.S.M.O.S. architects**
Passâgg
October 2022 - Janury 2023

Kick off
Workshop led by: **K.O.S.M.O.S. architects**
Lina Bo Bardi - Casa de vedro
September 2022

architectural experience

Freelance 2026-2025
Mechkat Studio - Genève
COCI Studio - Lausanne
Simon Husslein atelier - Zürich
RS Architectes - Genève

Stage de septembre 2026 à janvier 2027
De Planta Architectes - Genève

Stage de septembre mars à août 2019
Karine Poulaud - Interior architecture

graphic design clients

Département du territoire - Etat de Genève
Visual identity DT - Brochures - Posters -
Flyers

DALE - Etat de Genève
Visual identity DALE - Brochures - Posters - Flyers
Visual identity 3DD- Posters - Flyers

3DD - Etat de Genève
Visual identity Grand Genève

**Grand Genève - Agglomération
franco-valdo-genevoise**
Graphic Charter since 2012
Multiple media - Exhibitions - Posters - Flyers

Various media - Ville de Genève
Layout and graphics

Département des finances - Ville de Genève
2013 Public Policy Budget Draft
Layout and Graphics

Codha
Visual identity - Logo - Website - Rapports
annuels - Stationery - Building brochures

Pottu & Seitz
Visual identity - Logo - Website - Stationery -
Signage - Advertisements - Branding

Action Innocence
Visual identity - Logo - Stationery - Annual
reports - Invitations

Triathlon Club Genève
Visual identity Triathlon Club Genève
Flyers - newletter - Website

Maison de Quartier des Eaux-Vives
Visual identity - Logo - Website -
Non-profit project - Activity reports -
Stationery - Flyers - Posters - Household
distribution

designer graphic experience

La Casagrande - graphiste indépendante
June 2015 to June 2024

La Fonderie - graphiste indépendante
June2010 to June 2015

LargeNetwork.com - Freelance
Febrary 2014 to Febrary 2016

Label communication - Freelance
Janury to December 2008

Visuel communication - Freelance
October to December 2007

Avenew - Enosis design group - CDI
September 2003 to July 2007

Hermès communication - CDI
August 2000 to August 2002

MAMCO - Exhibition setup and Graphic design
internship from September 1995 to March 1996

Interior Architecture



Terrapolis

Forced Reuse - Immeuble Clarté by Le Corbusier

Workshop directed by: Léonid Slonimskiy (K.O.S.M.O.S.)

Assistant and photo on the right: Manuel Rossi

September 2025 - January 2025

Working in tandem with Mister Théophile Matton

Faced with the biodiversity crisis, the residents of the Eaux-Vives district have decided to reinvest the abandoned space of the Clarté building.

Their ambition is to transform the site into a biodiversity reserve and agro-ecology area, reconnecting the community with nature. Committed to this approach, the residents themselves drilled holes in the concrete slab, symbolising a form of citizen rebellion against rampant and destructive urbanisation. Through this action, they are reinjecting life and greenery into this neglected space, challenging current urban practices and reaffirming the importance of biodiversity in the urban environment.

The project is structured around two timeframes: during the day, one area is accessible to humans, while another is strictly reserved for flora and fauna. At night, this reserve becomes a refuge dedicated exclusively to animals, offering them a suitable habitat thanks to adapted soil and vegetation. In the area accessible to humans, the inhabitants grow fruit and vegetables using permaculture. The crops are then preserved, either by canning or dehydration, and distributed to local residents.

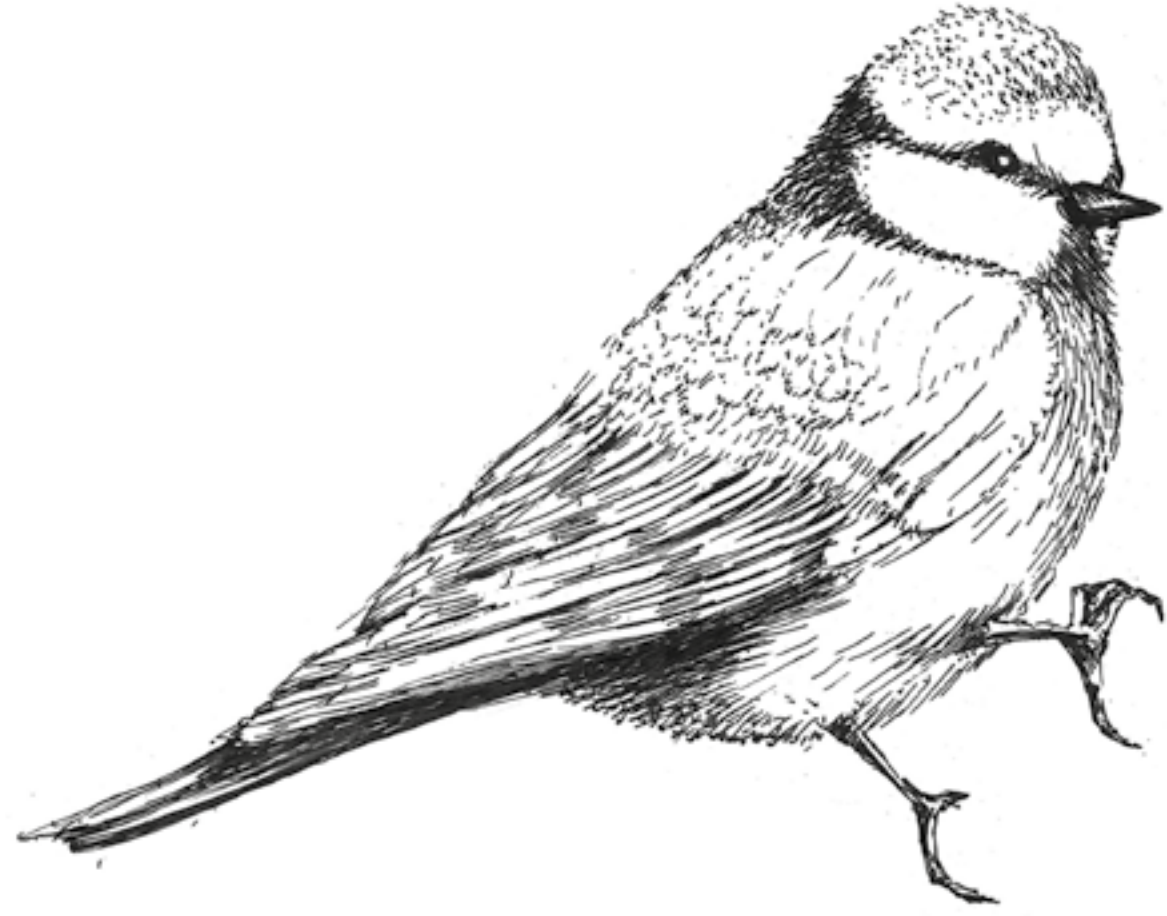
The project also encourages the sharing of knowledge and growing practices, notably through seed exchanges and educational workshops.

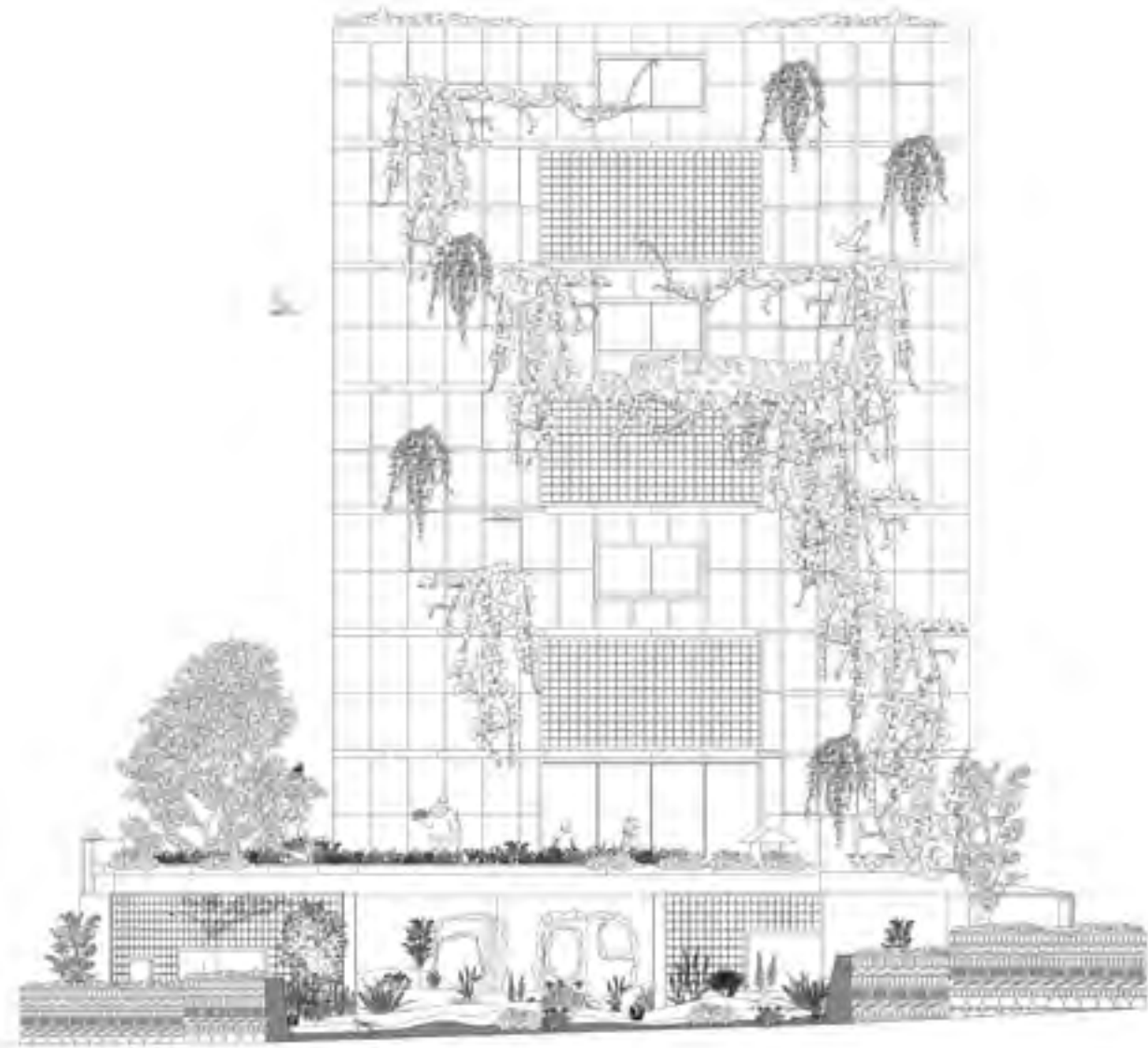
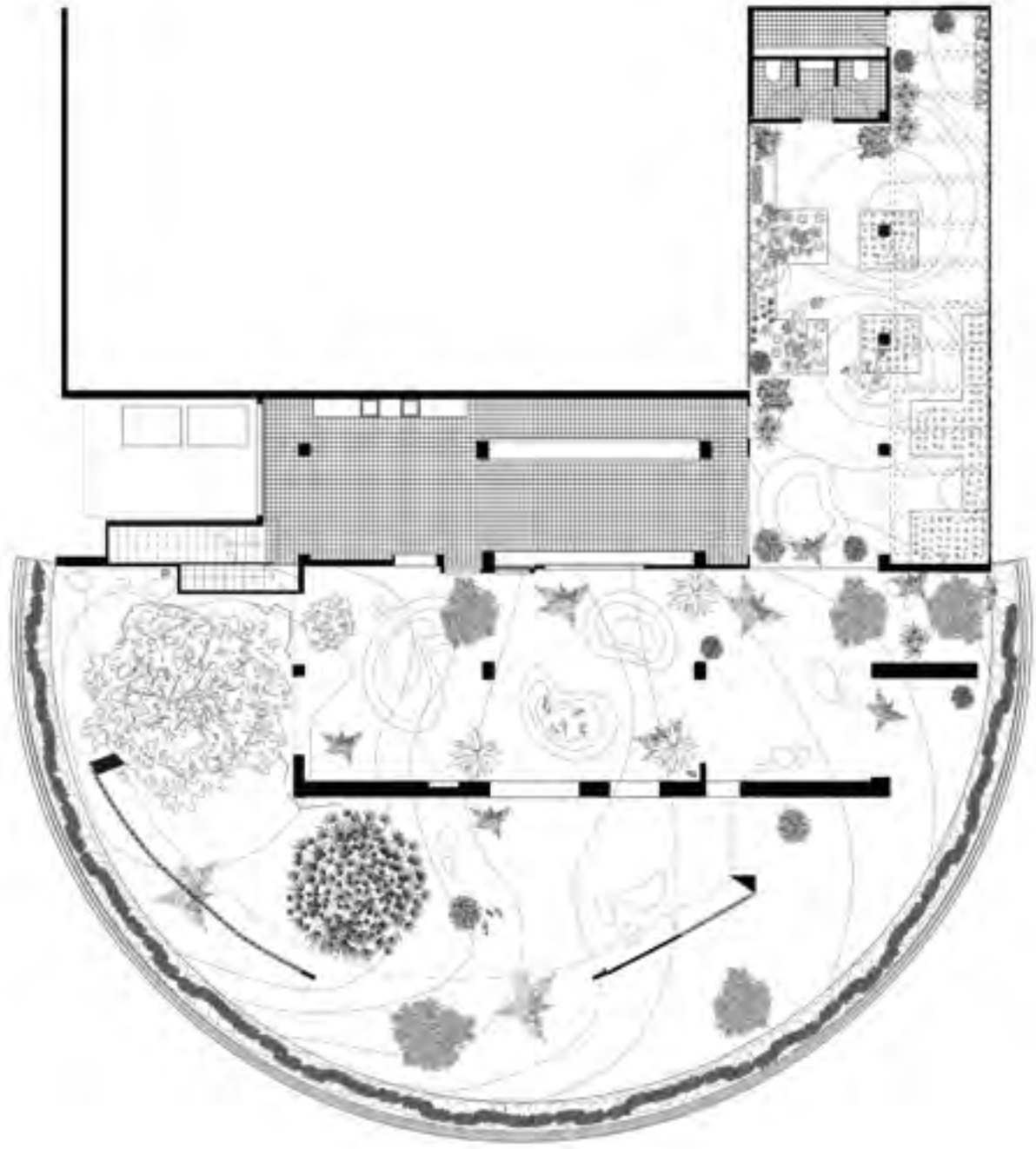
Many activities complete this ecological microcosm: shared gardens, community events, gardening workshops, collective composting, and educational visits involving schools. Initiatives such as compost sorting and dry toilets reinforce the sustainable approach.

Trees and shrubs saved from felling are replanted in this reserve, while reused materials are used to build the low wall that protects biodiversity. This unifying project offers both a refuge for biodiversity and a place for residents to live and share, helping to raise ecological awareness.













Naturarium

Workshop directed by: Line Fontana & David Fagart of Fagart & Fontana

Assistant: Lola Jutzeler

Photo of model: Romain Lusser

The Naturarium, located in the PAV redevelopment area, is an experimental space dedicated to education and observation of living organisms. It is organised on two levels, each offering a complementary approach. The basement level, partially filled with earth, has been transformed into a place for observing living organisms evolving according to a natural timeline.

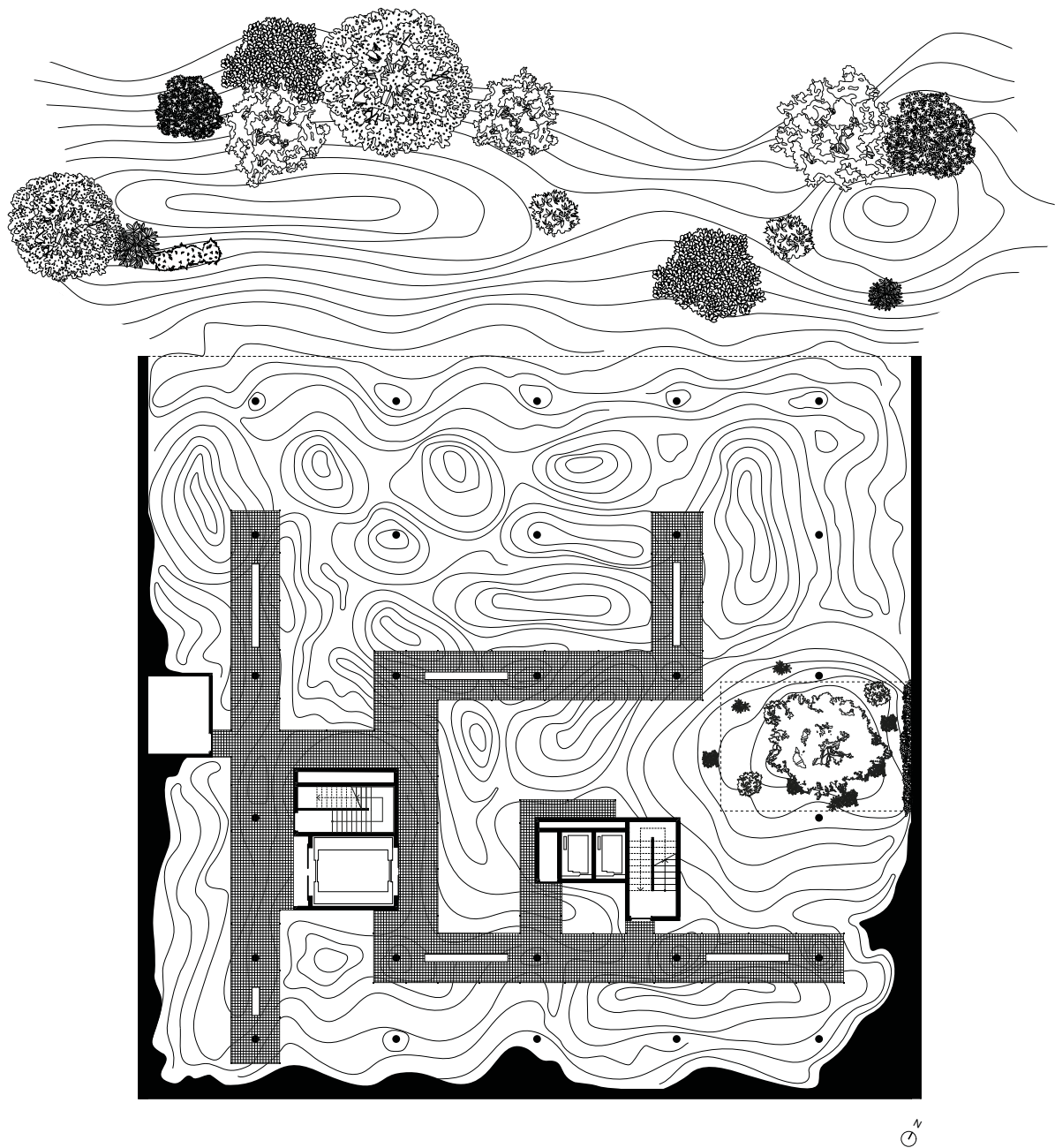
This former car park has become an experimental space, inviting visitors to become spectators of living organisms and observe their evolution, including humans, who are part of the biodiversity cycle. The opening on the north façade of the building connects directly to a green corridor created by the opening of the Drize. Thanks to the diversity of environmental conditions—light, darkness, humidity, and heat—different biotopes emerge, providing material for observation and reflection.

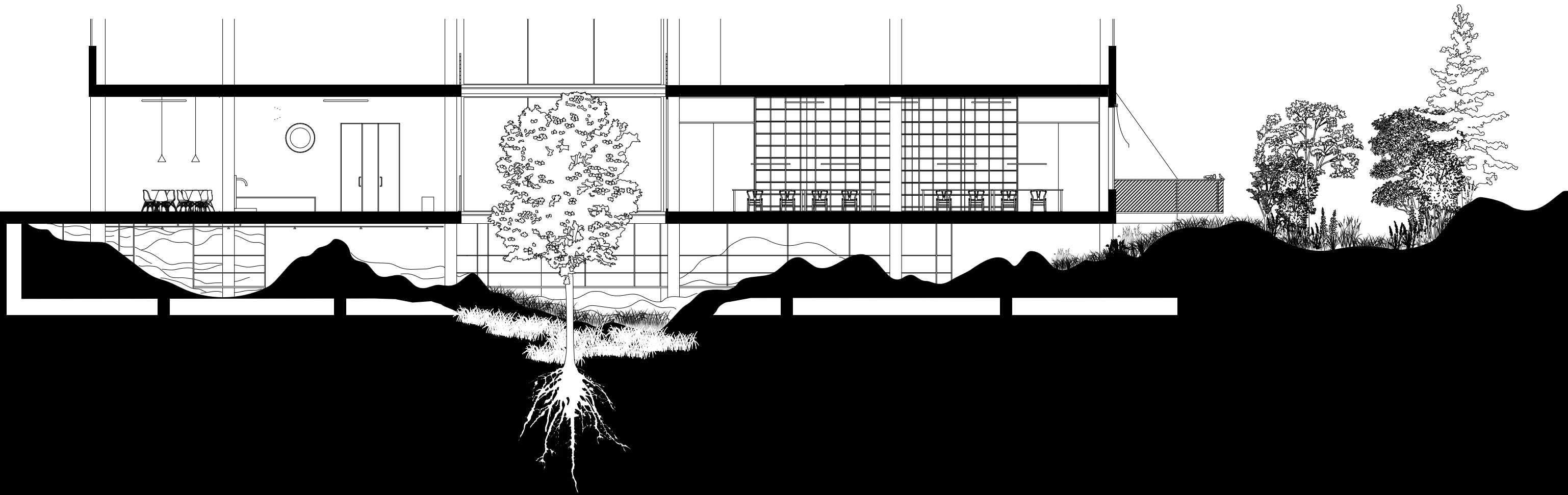
The basement of the Naturarium is also a place of study during heatwaves, offering refuge for flora and fauna, as well as a cool space for humans and non-humans alike. This space openly embraces the presence of humans, reminding us that we are an integral part of biodi-

versity. We are not mere spectators, but actors in this ecosystem. Recognising this reality is essential if we hope to restore balance in the face of current disruptions. The ground floor is dedicated to the exchange and transmission of knowledge about living things. It houses a library specialising exclusively in biodiversity and living things, as well as a screening and conference room.

The Naturarium, a new educational space, aims to question our relationship with non-humans and raise public awareness of the sixth mass extinction currently underway. This space is an extension of the research carried out as part of my thesis. It questions our relationship with living organisms and the way in which educational institutions can sometimes give humans a feeling of superiority over the rest of the living world. Thesis: The Geneva Natural History Museum, the Anthropocene legacy through classification, staging and interior architecture.

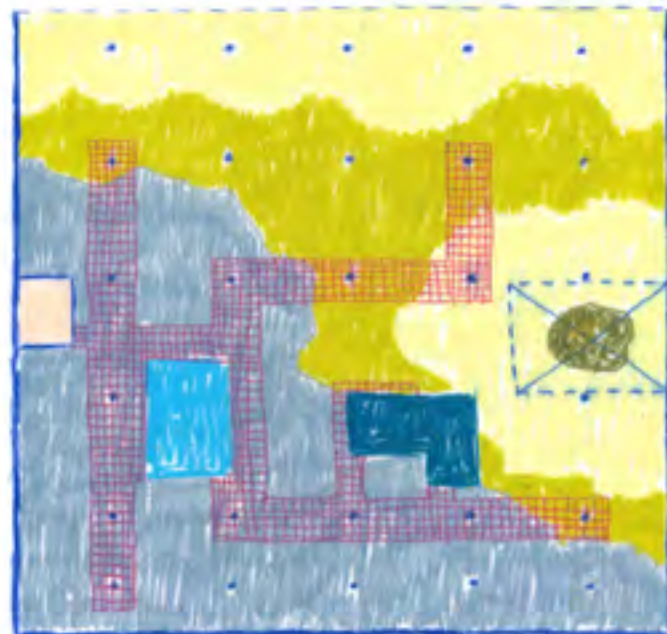








PROGRAMME RDC
 ■ ÉBULLITION
 ■ ESPACE PUBLIC
 ■ CAFE
 ■ CIRCULATION VERTICALE



CLIMATS
 ■ LUMIERE
 ■ OMBRE



PROGRAMME VEGETAL
 ■ EVOLUTION NATURELLE
 ■ EVOLUTION ARTIFICIELLE
 ■ TRANSITION
 ■ CIRCULATION



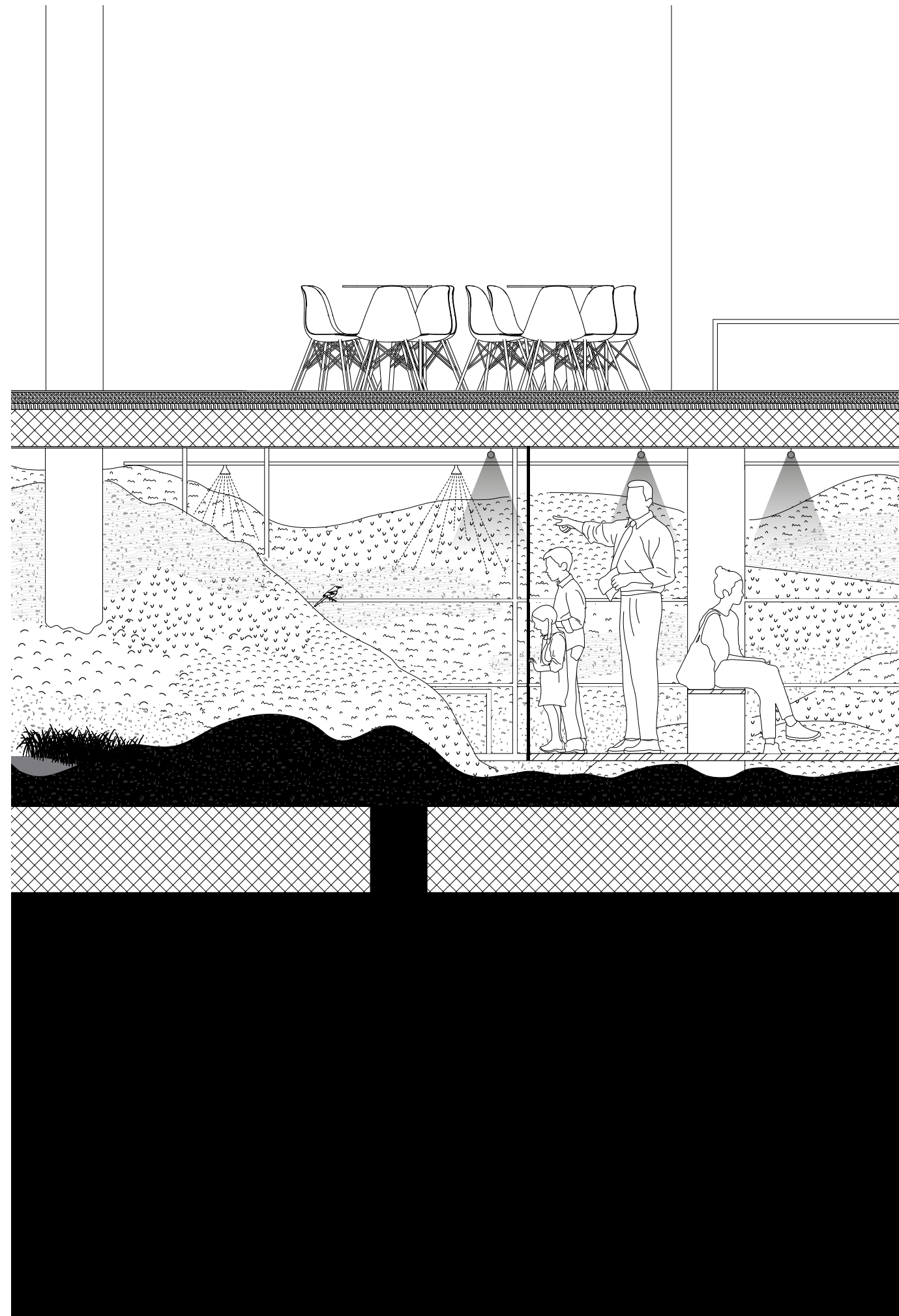
CLIMATS
 ■ ENJ
 ■ ZONE HUMIDE

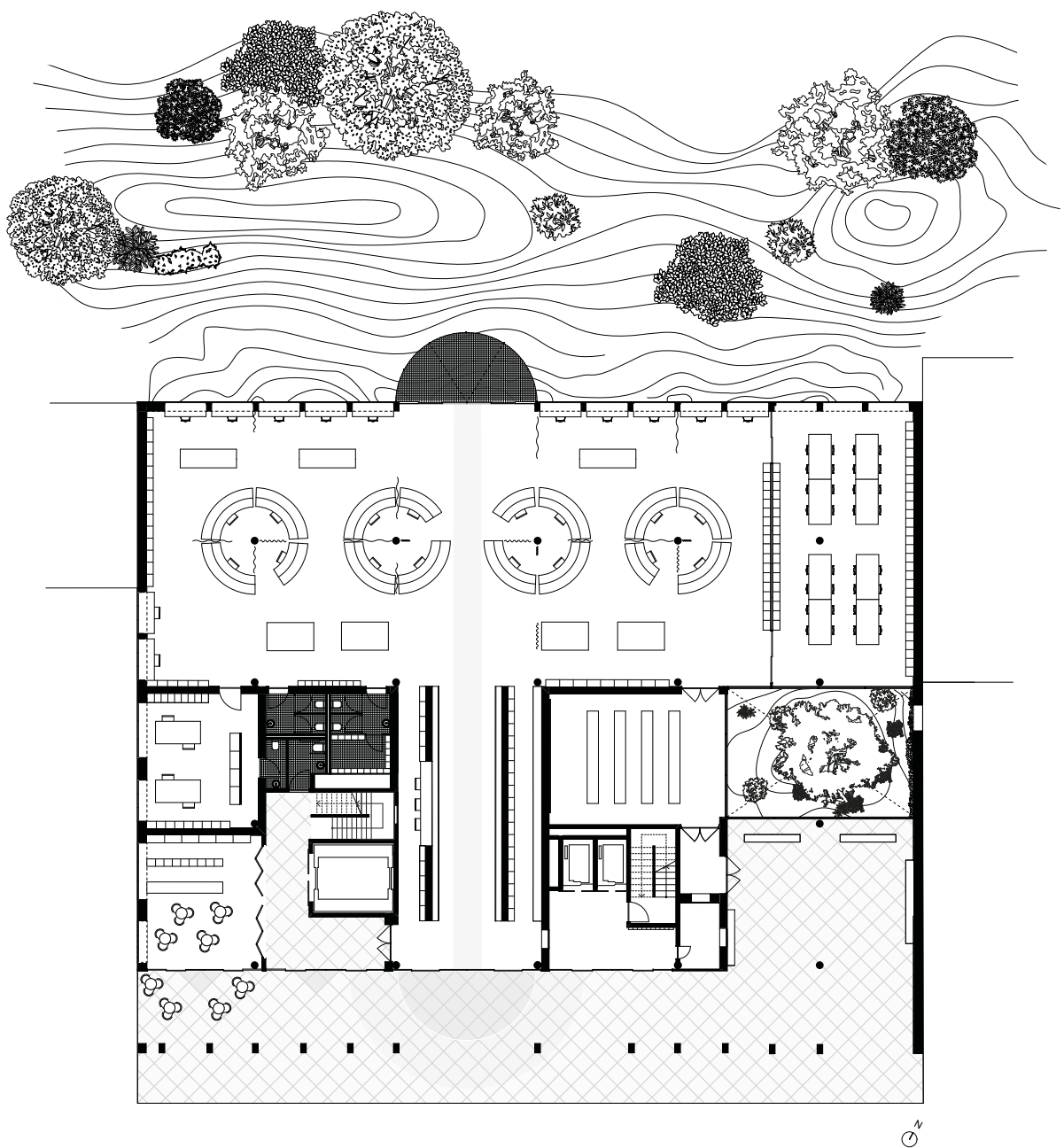


PLANTES ÉVOLUTION
NATURELLE

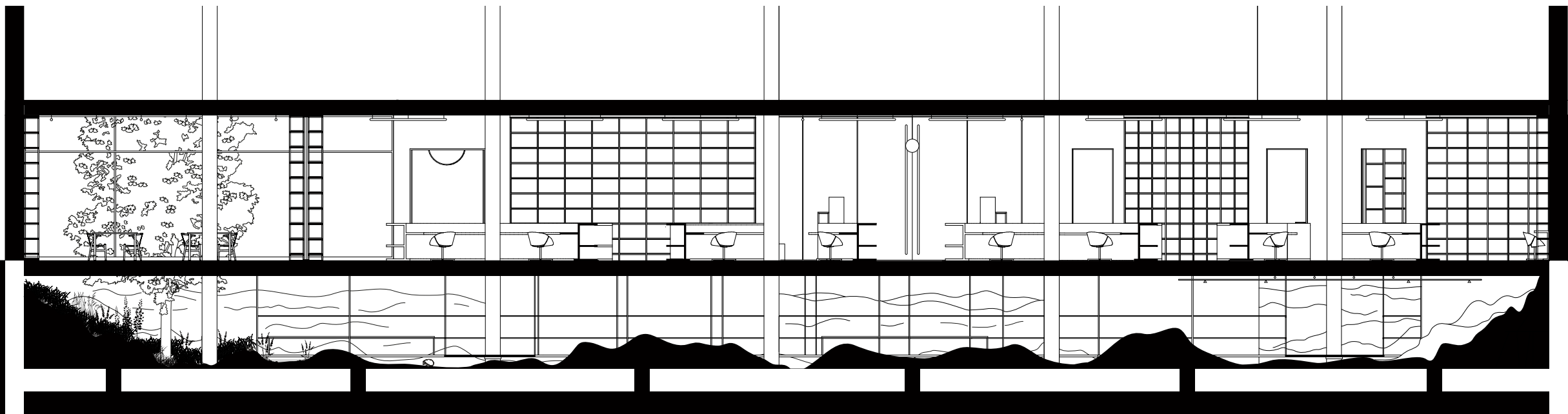


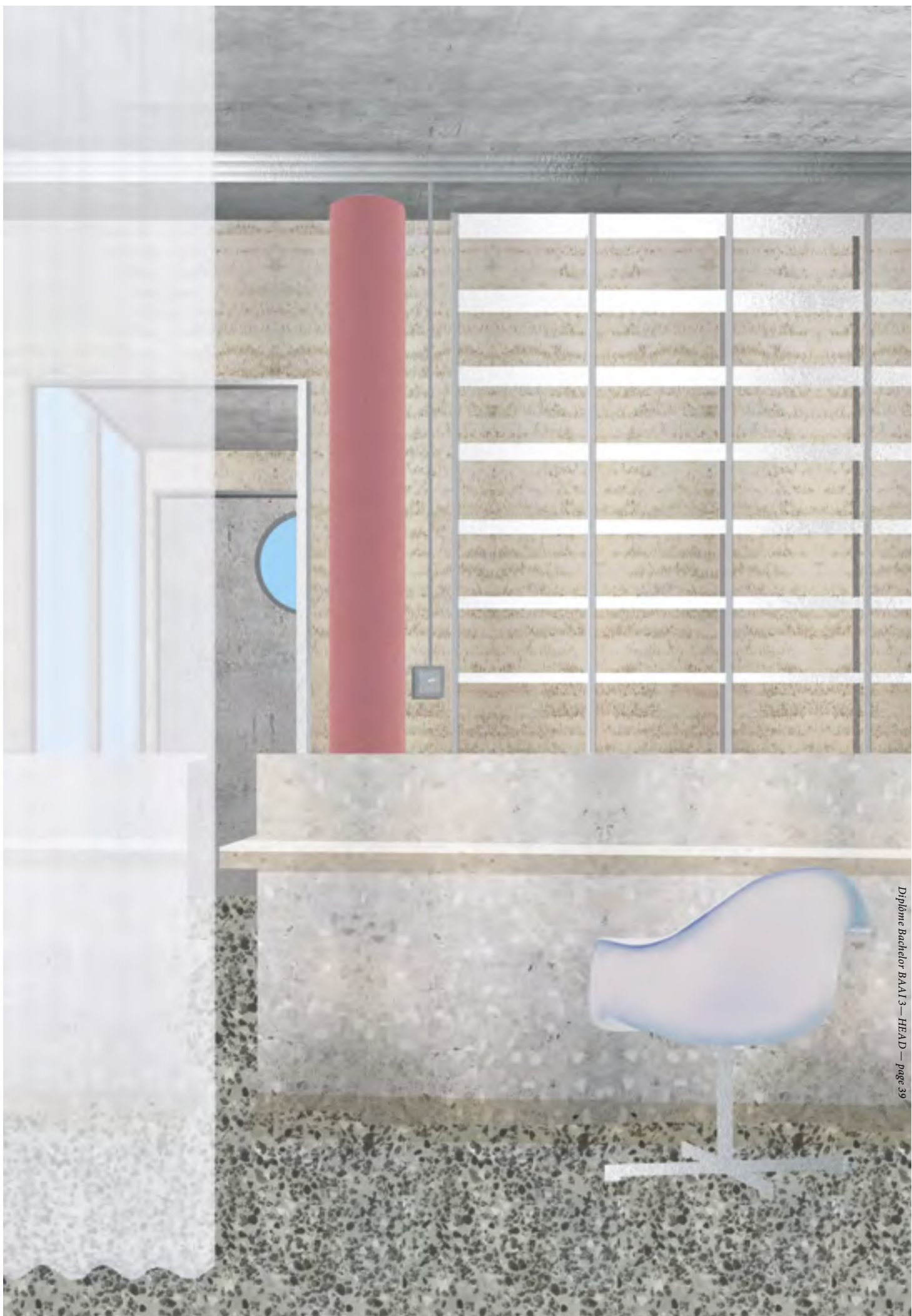
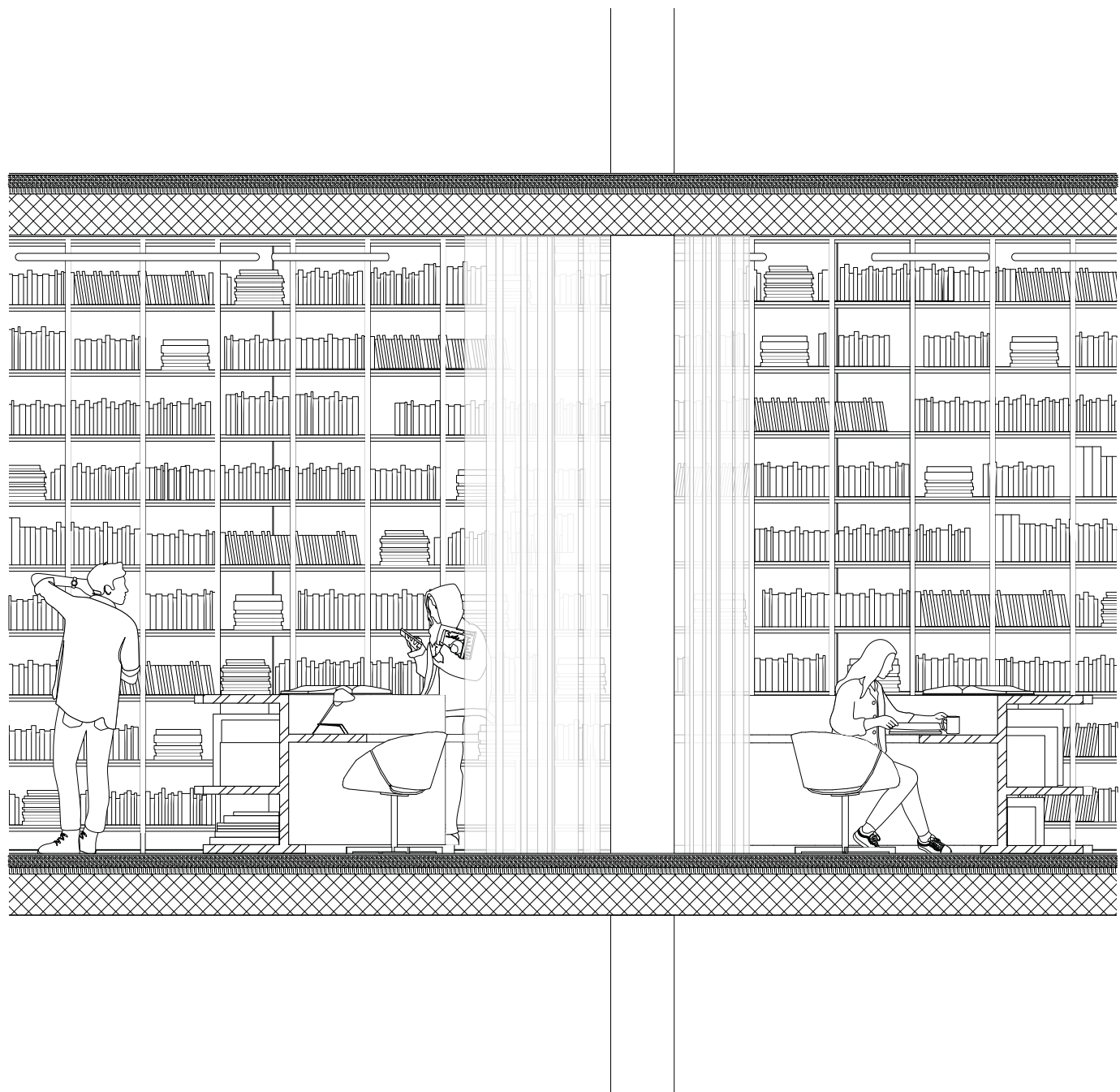
BRYPHYTES ÉVOLUTIONS
ARTIFICIELLE











The enchanted forest

Rediscover

Workshop led by: Manon Portera and Valentine Maeder (apropå)

april 2023 - june 2023

The project is located at no. 20 Pont-de-Ville, in the commune of Chêne-Bougeries, on the ground floor. The Codha building is to be renovated to accommodate a six-member shared apartment.

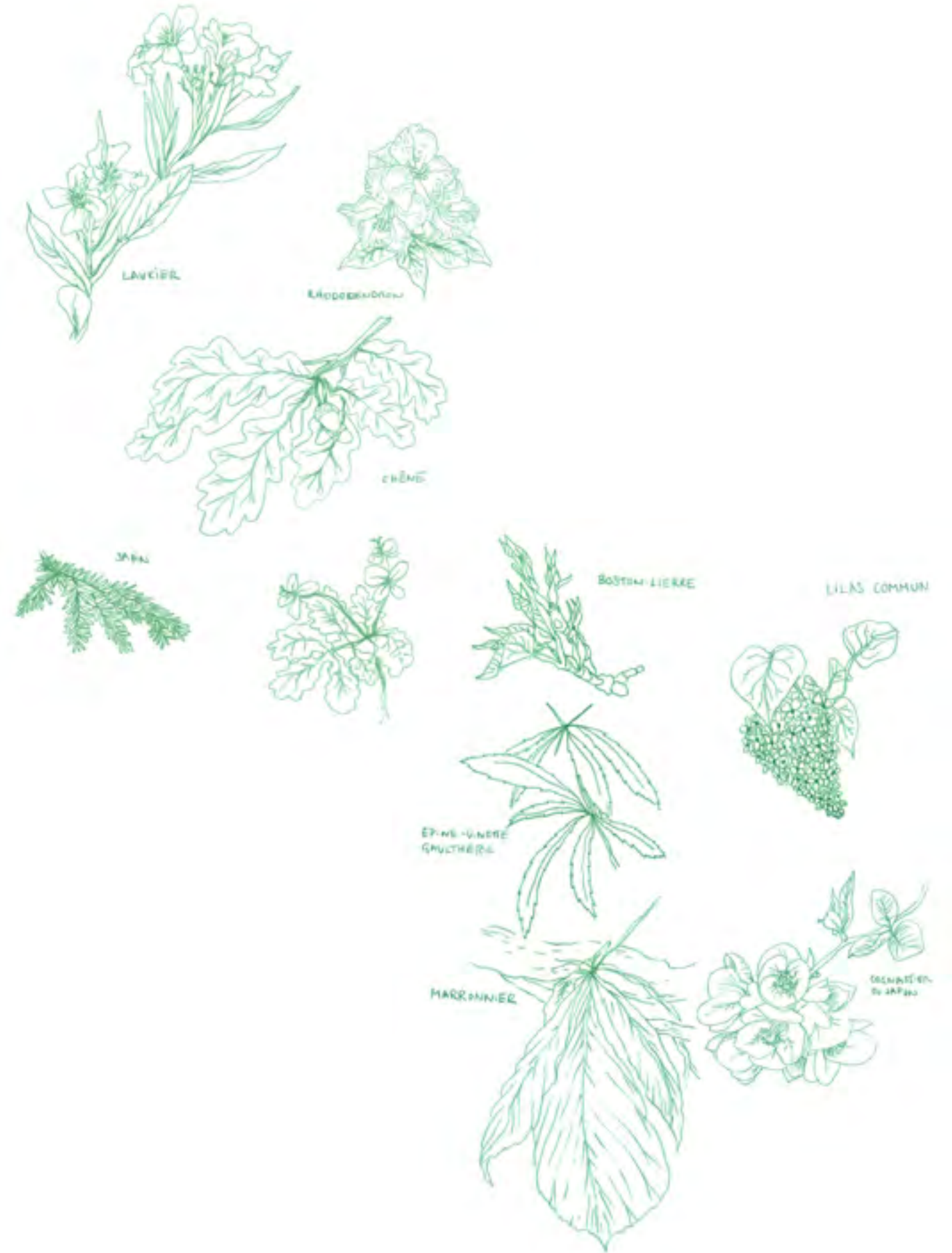
When we visited the site, I was immediately amazed by the little house's garden. Cherry blossom petals lined the pathway through the garden, creating a vibrant mini ecosystem of greenery and bird-song, nestled in the middle of the big, stuffy, ugly buildings.

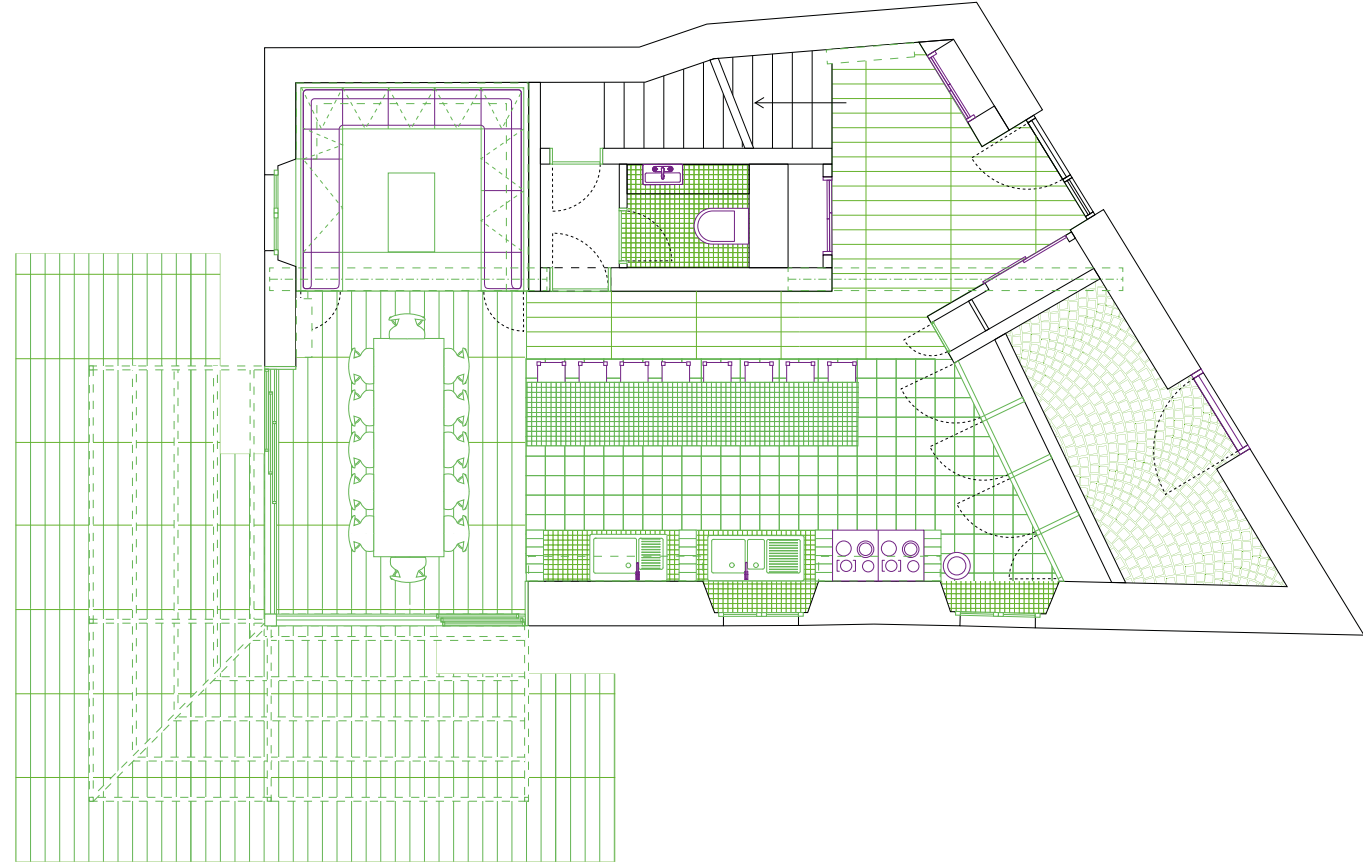
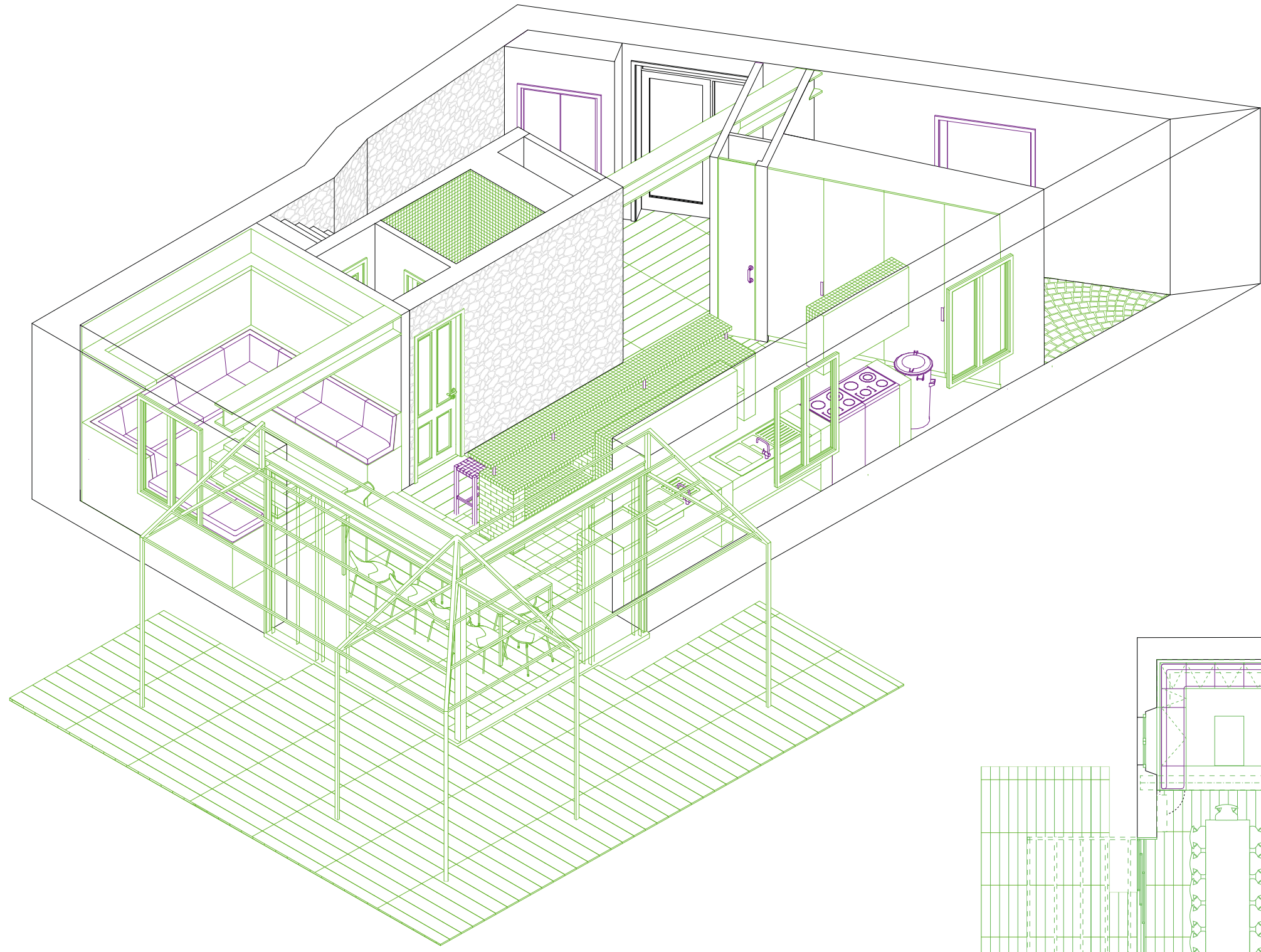
As part of this ecological project, where reuse is the answer to over-consumption and saving materials, it seemed essential to me not to destroy this micro-forest and its ecosystem, but on the contrary to give it even more freedom. This proposal

aims to create a utopia between exteriority and interiority. This is reflected in the large windows that give access to nature. The treatment of the floor is a key element in blurring the boundaries between indoor and outdoor spaces.

The terrace area will be protected by a pergola, where plants such as vines, wisteria and two trees will contribute to the protection, wisteria and two trees will help to regulate the temperature in summer, while letting in the sun's rays in winter. Outside, the micro-forest will be a sample of wild nature, with no human intervention, allowing biodiversity to flourish.









Monte Botta

Architectural Ascent

Welcome Casino

Workshop led by: Léonid Slonimskiy (K.O.S.M.O.S.)

Assistant: Manuel Rossi

February 2026 – June 2026



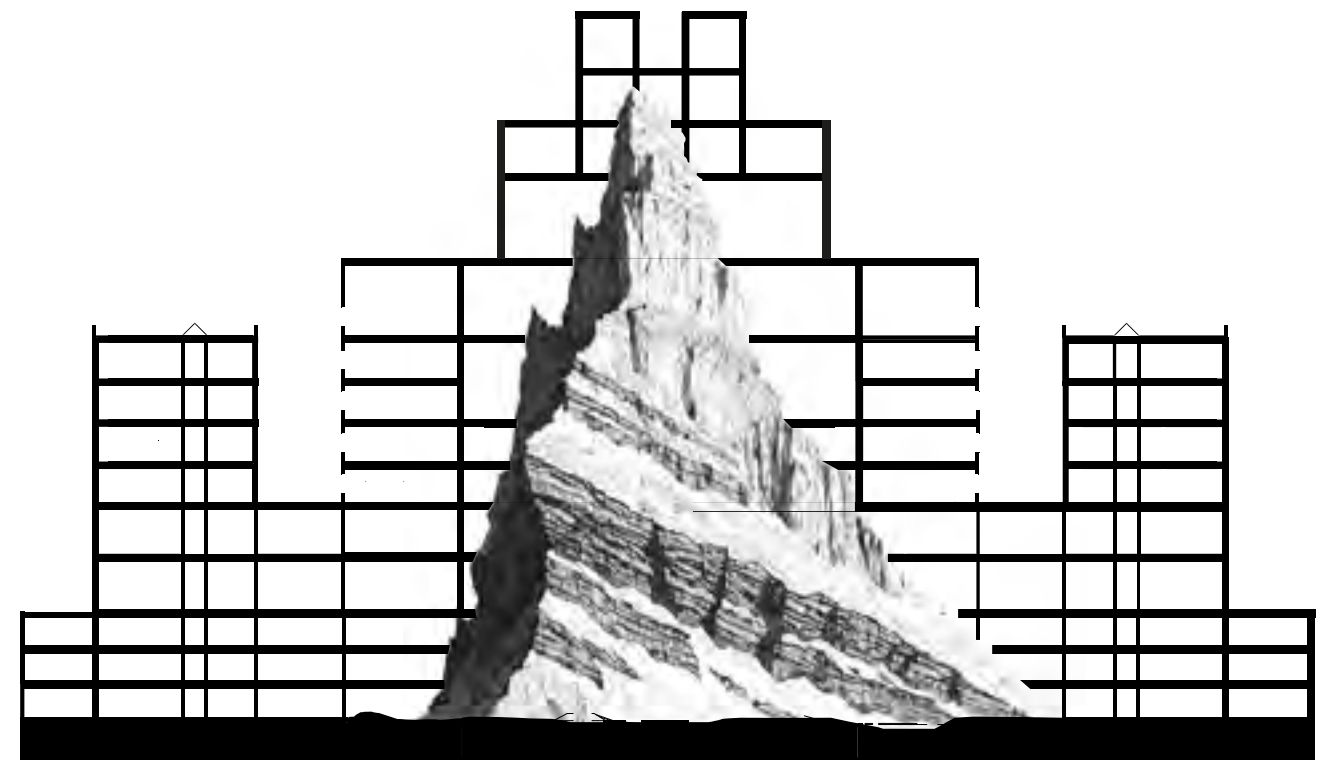
MONTE BOTTA The Architectural Ascent

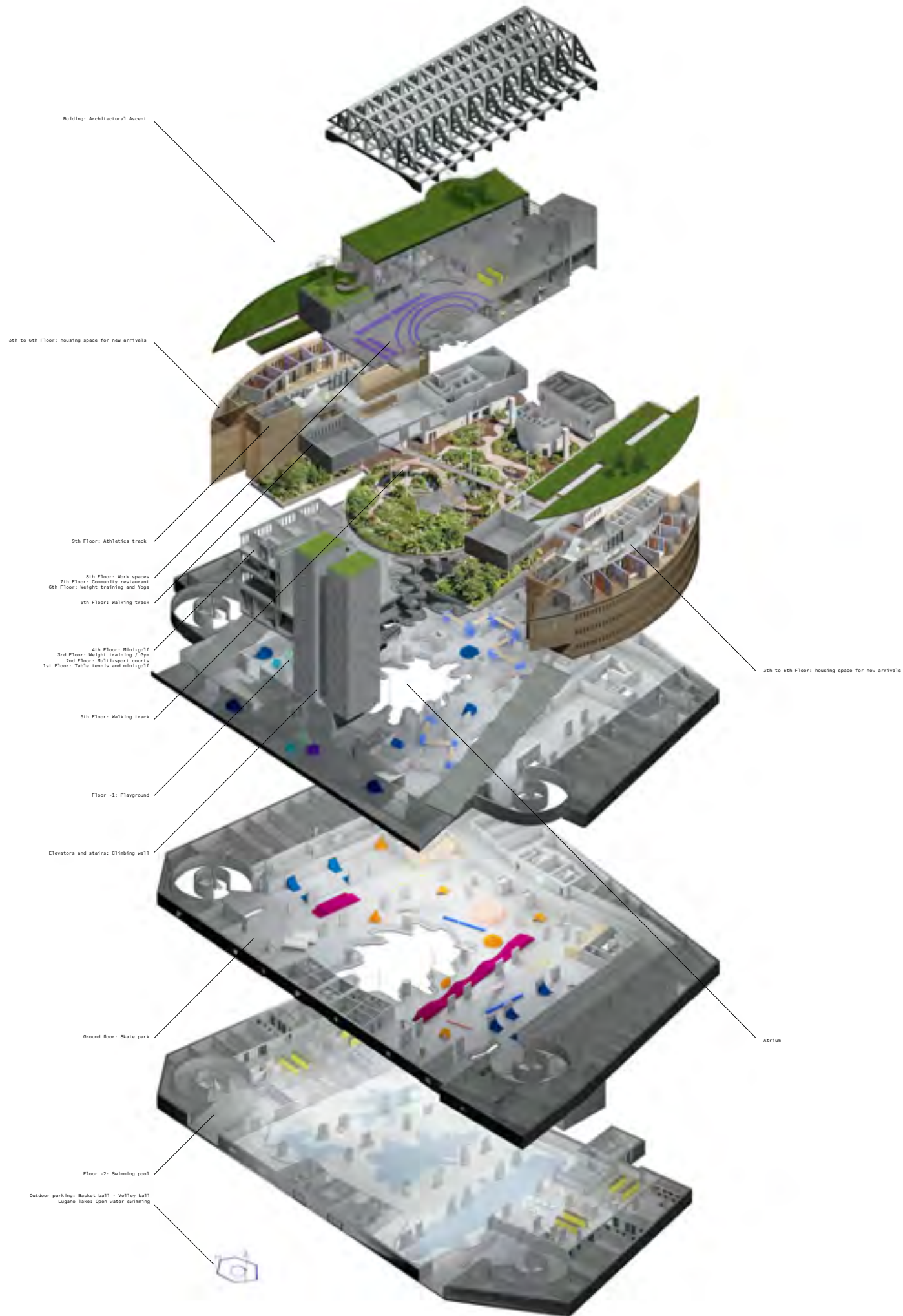
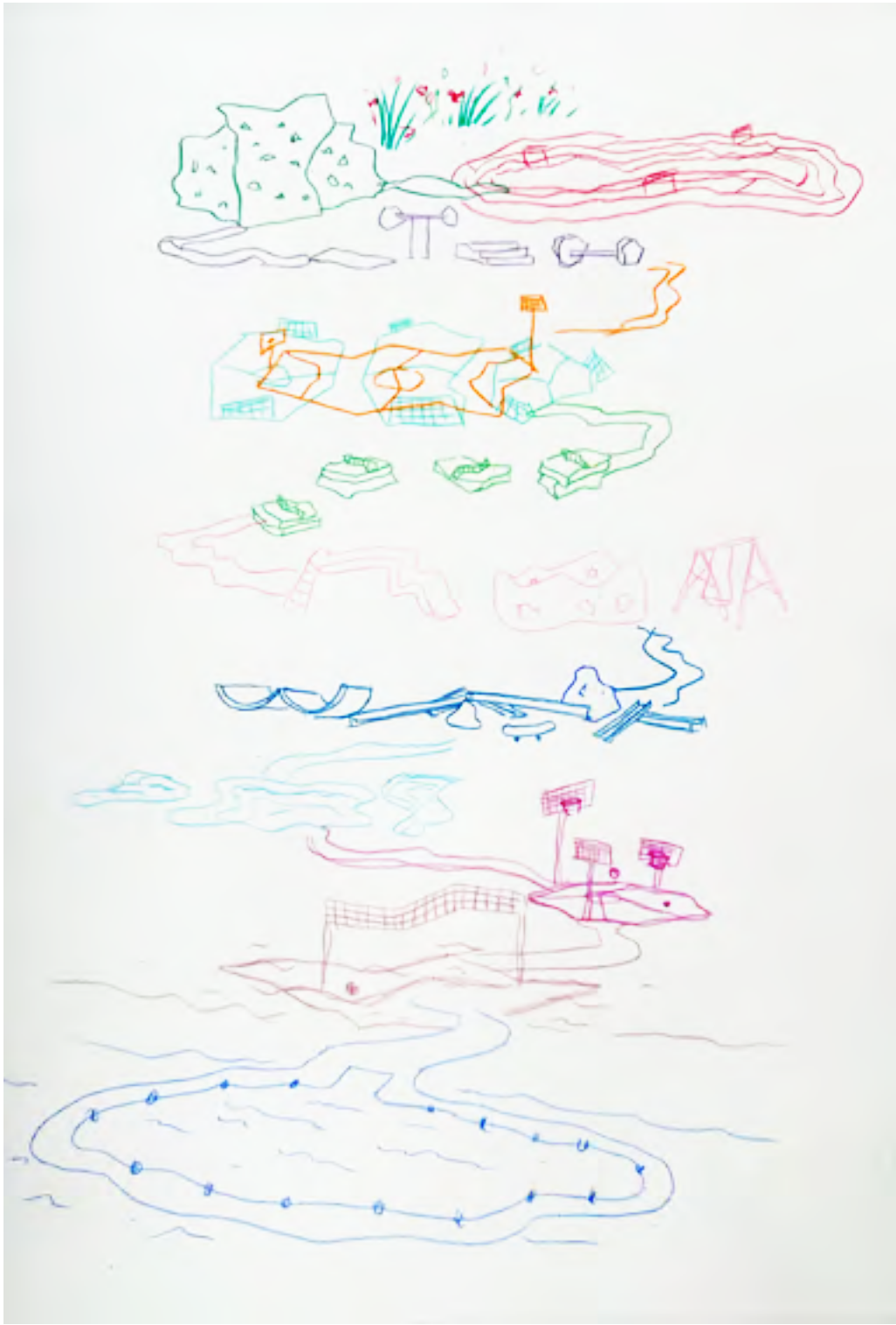
At the heart of the monumental former casino by Mario Botta in Campione, Italy, this project proposes an architectural ascent, transforming the building into a vertical central square for the city. Far more than a simple rehabilitation, this intervention creates a convergence space designed to unite the residents of Campione, the greater Lugano region, and newcomers. Social bonds are forged through play and sport, turning this once-underutilized structure into a vibrant, inclusive meeting point for the community.

The path of this ascent crosses through the very heart of the building, where a grand atrium is conceived as an artificial mountain to be climbed. This central space embodies personal transcendence and collective effort guided by a shared vision. It ensures natural ventilation throughout the interior, floods the core with natural light, and offers cross-views from every floor, making the atrium the meeting point between architecture, nature, and humanity.

To liberate this space, all underground and outdoor parking levels are converted into living and sports zones. This reclamation creates a continuous physical link between Lake Lugano and the building's summit, returning vast surfaces to the community. The ascent unfolds floor by floor: from open-water swimming and beach volleyball to basketball courts, an indoor pool, a skatepark, playgrounds, table tennis, fitness rooms, mini-golf, walking trails, yoga, and a rooftop athletics track, all connected by a climbing route on the façade.

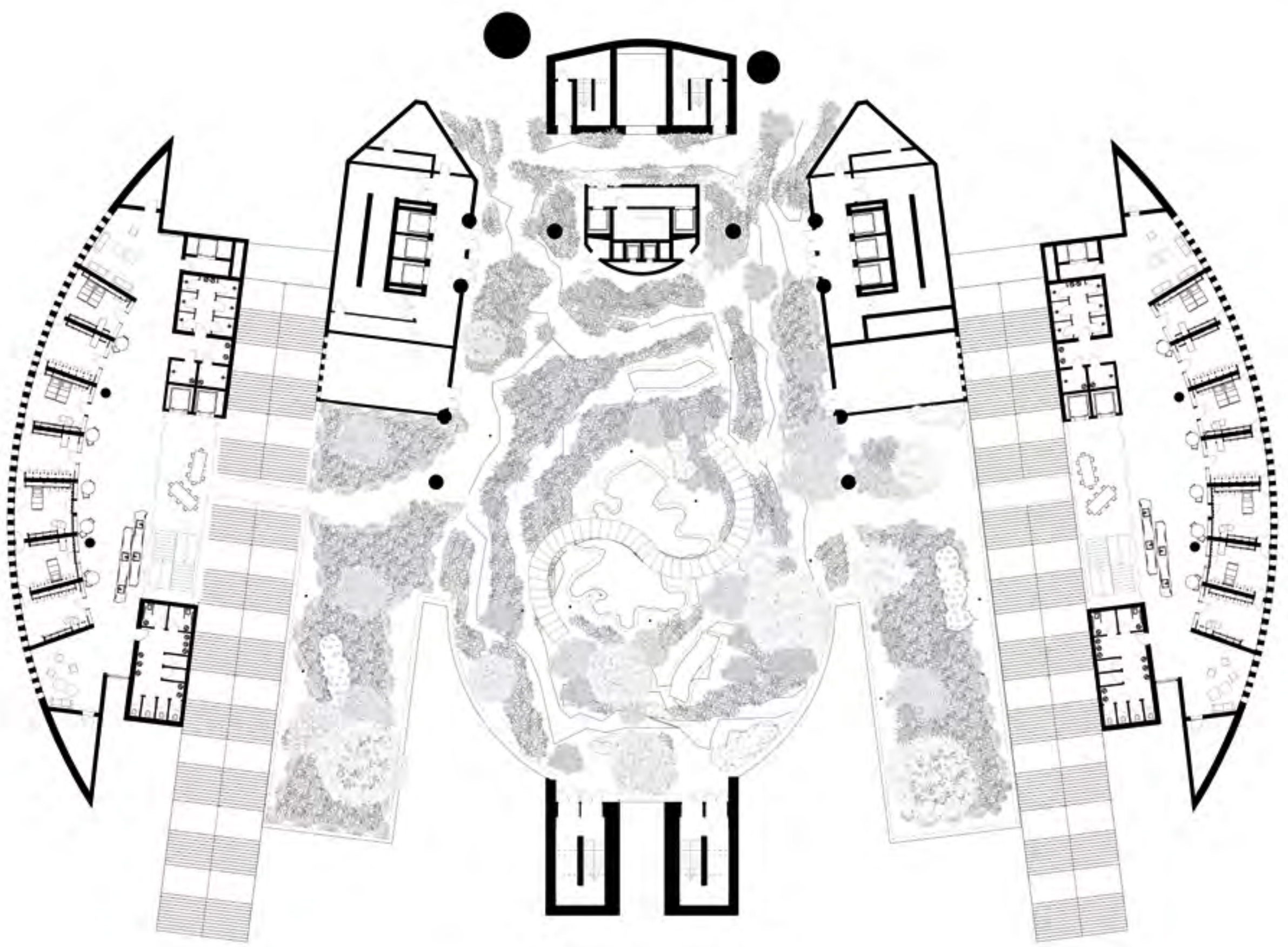
Fundamentally, these repurposed facilities are reimagined to break traditional sports codes and welcome all bodies. By reinventing dimensions and rules—using variable basket heights, irregular court markings, and non-identical running lanes—standardized competition is rendered impossible. This shifts the focus from performance to sharing, ensuring total inclusivity where everyone finds their place, transforming sport into a true common language of connection.



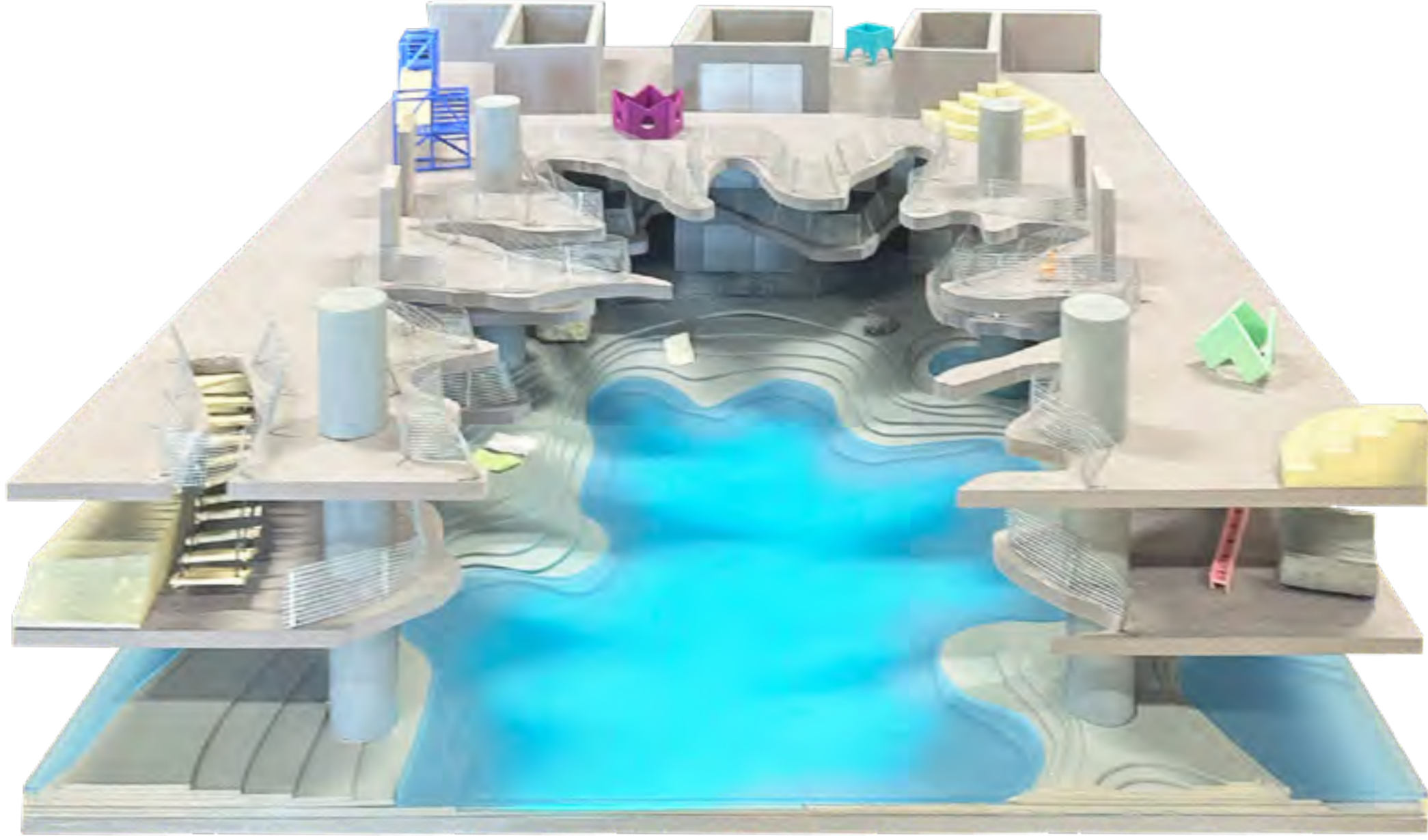












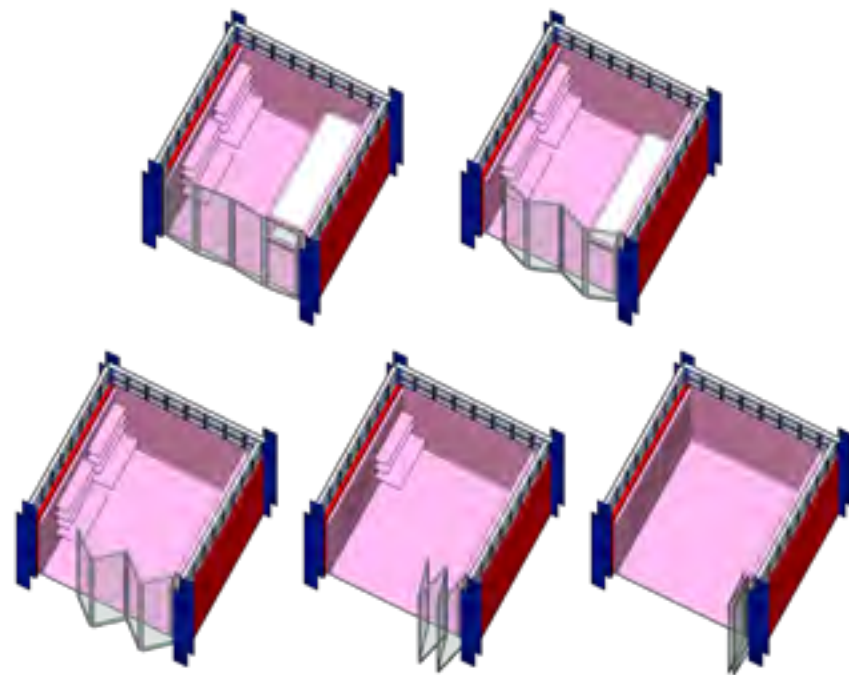
Passagg

Et vogue le navire...

Workshop led by: Léonid Slonimskiy (K.O.S.M.O.S.)

Assisant: Paul Perron

October 2022 - January 2023



Passagg is a ship designed to take in refugees from the Mediterranean Sea.

People rescued from dilapidated and overcrowded boats are welcomed on board Passagg. Mostly from East Africa (Somalia, Eritrea, Ethiopia, Egypt, Yemen, Sudan and Libya), these refugees are often young, alone or with their children, and have only the bare necessities.

Docked in Valletta, Malta, Passagg is strategically located in the Mediterranean, with a mild climate of between 10° and 25° Celsius. The ship offers tem-

porary emergency accommodation for 2 to 6 months, until a European country takes them in.

Each floor offers 12 individual or family spaces for 12 to 24 people.

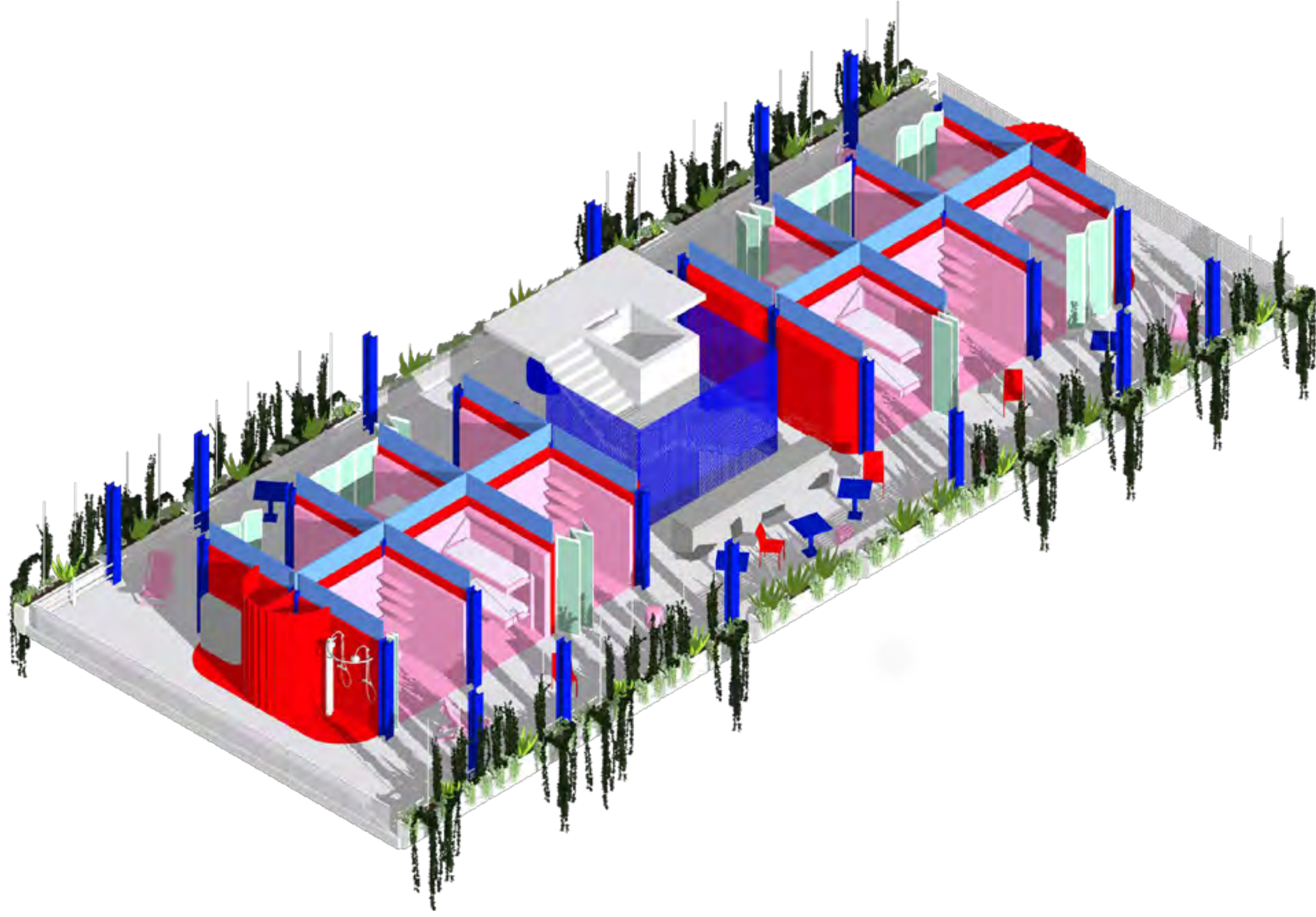
The 6 m² units are multi-purpose, with fold-away beds, tables and shelves to optimise the space according to need. Glass patio doors open to the outside and curtains provide privacy.

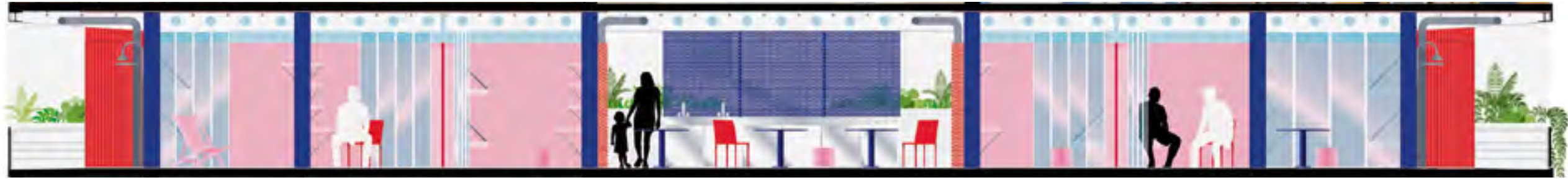
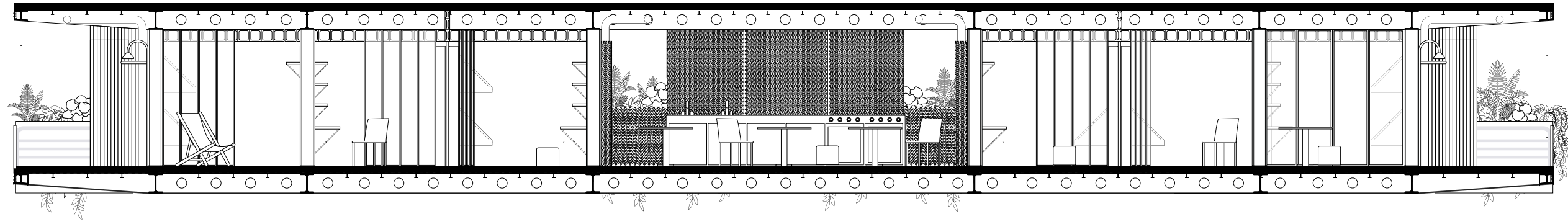
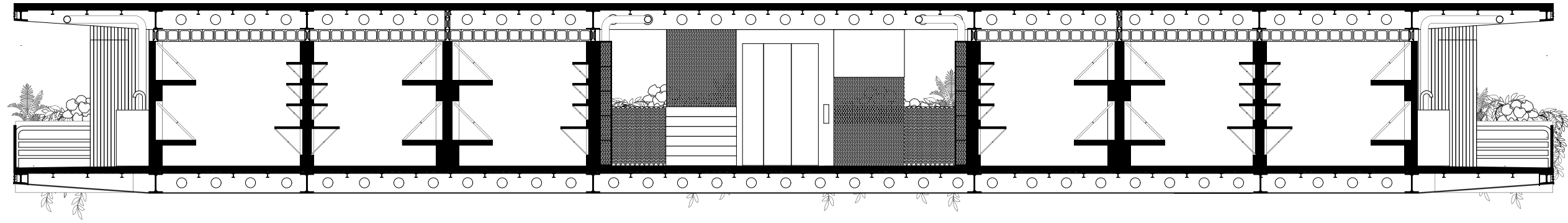
The communal areas include a kitchen, sanitary facilities and a central walkway for easy circulation.

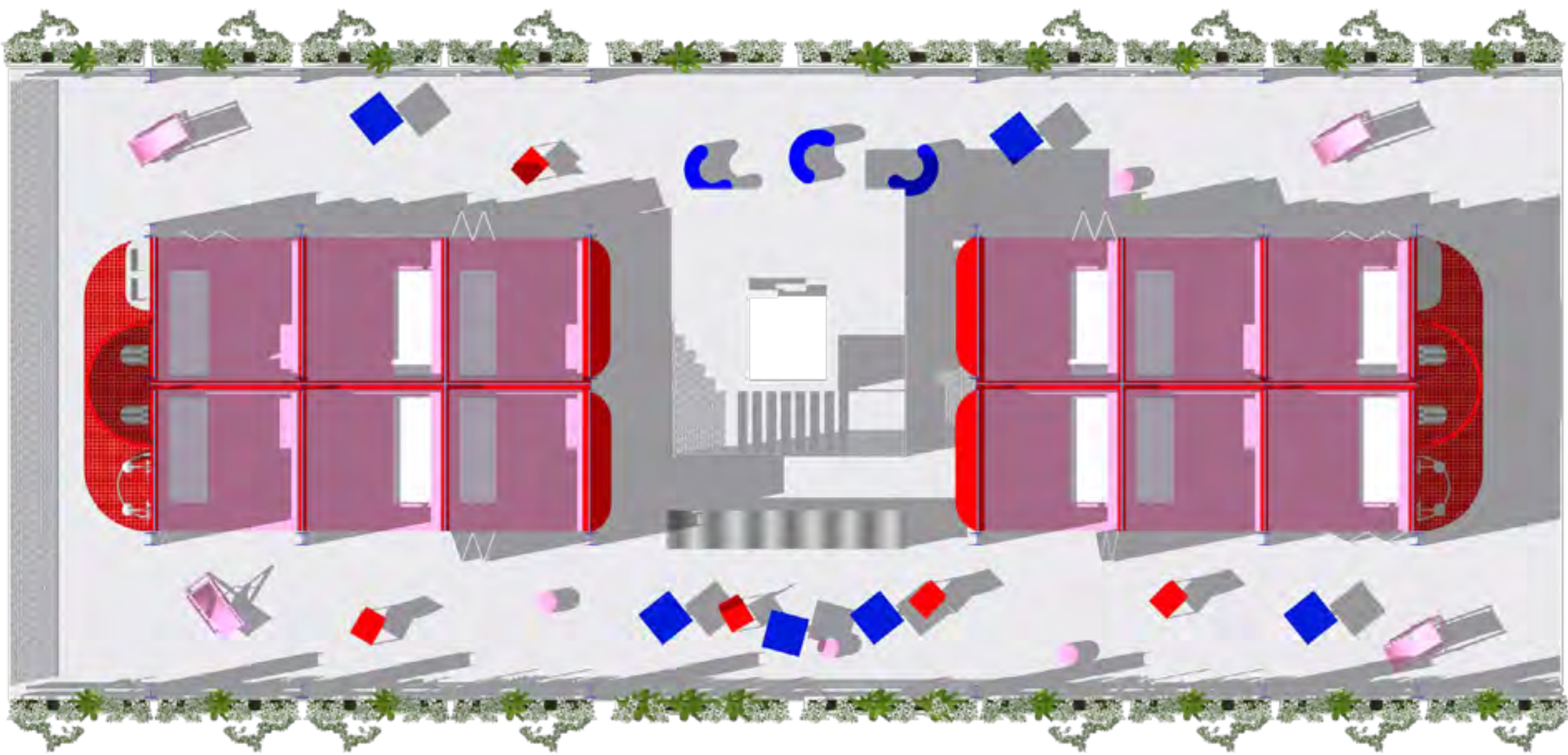
To filter the sun and wind, planters will be installed on the outside of the first floor, on the north and south sides. Composed of climbing and falling plants, flowers and aromatic herbs, these plants will be adapted to the uses of each space.

They will also contribute to the healing process for those who need them.











Janus

The decorative house

Workshop led by : Ahmed Belkhodja (FALA atelier) & Camille Bagnoud (COCI studio)

Assistant : Robin Delerce

February 2024 - June 2024

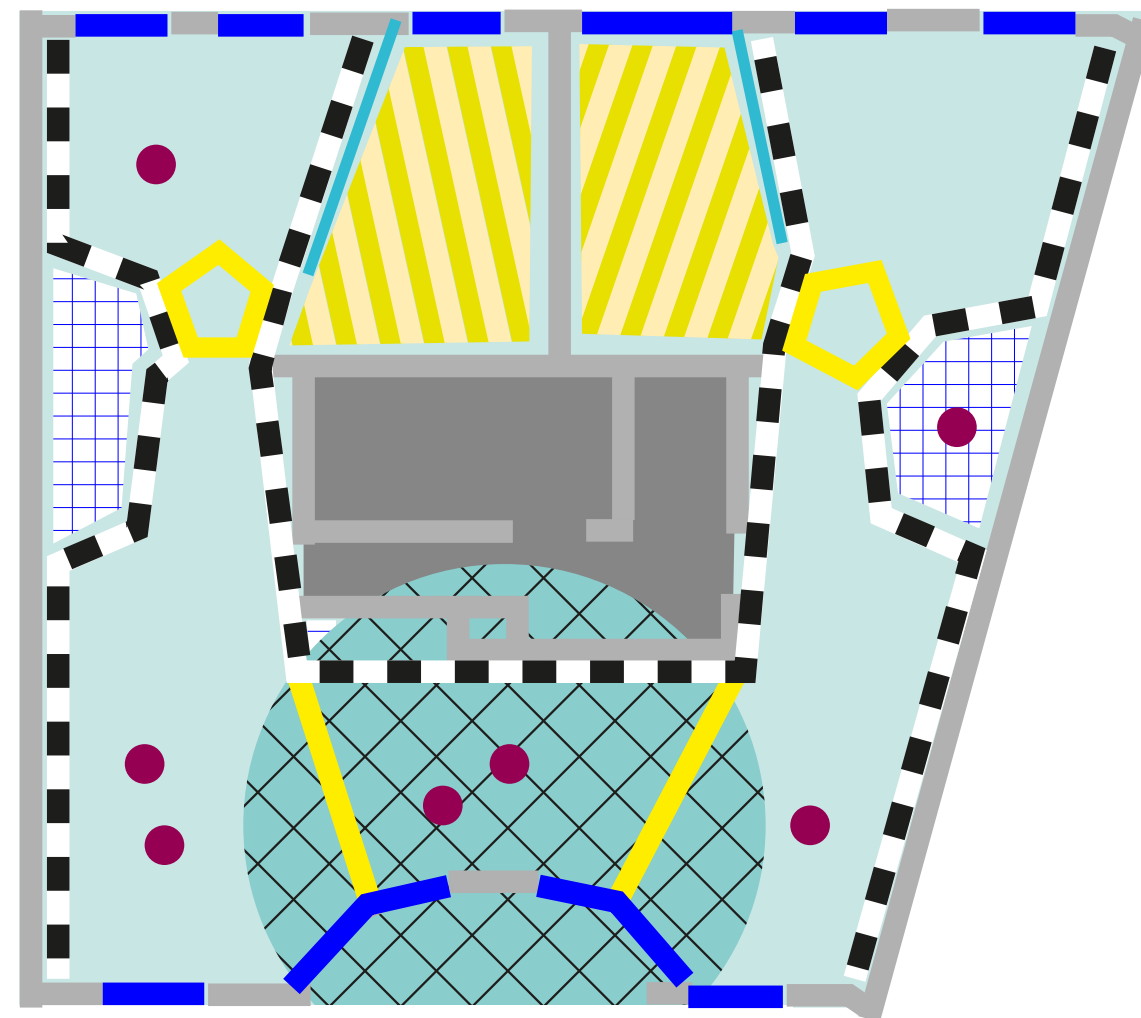
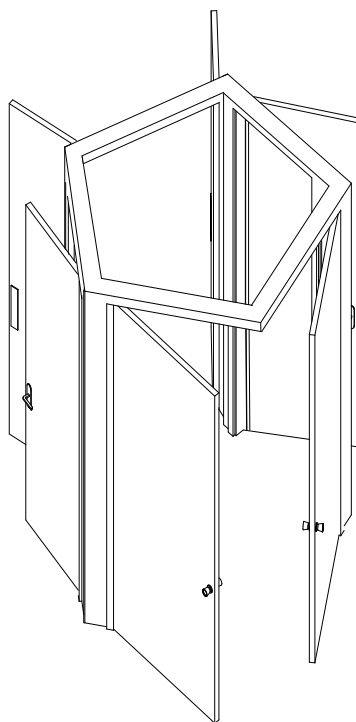
Janus is a project that invites us to rethink the nature of the boundaries between private and communal within the domestic space.

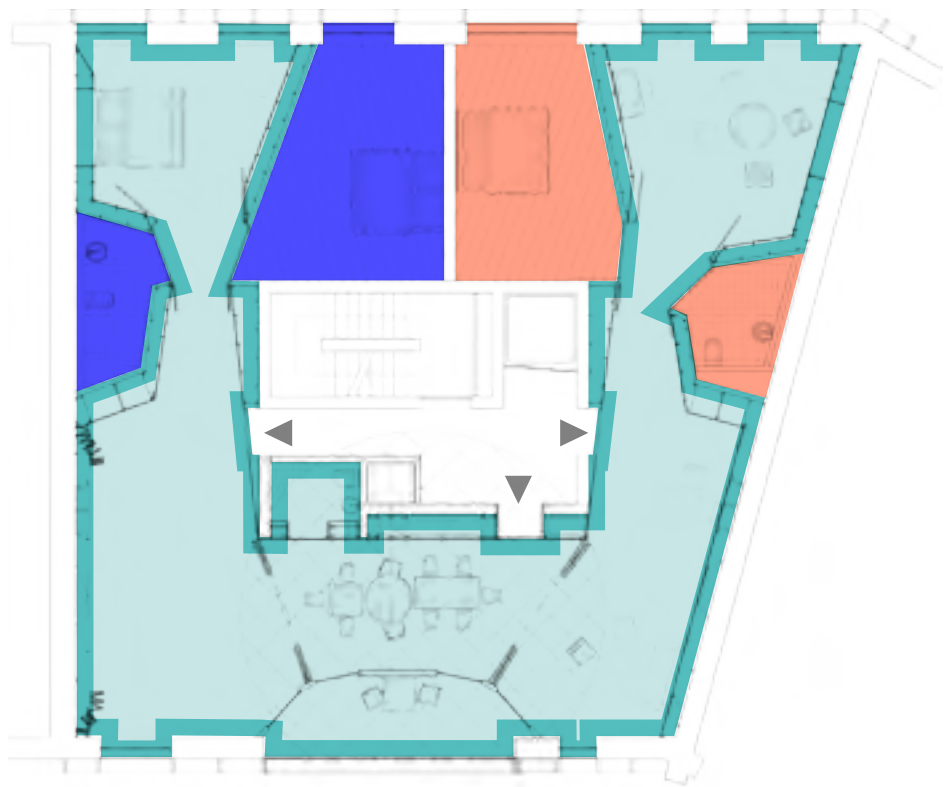
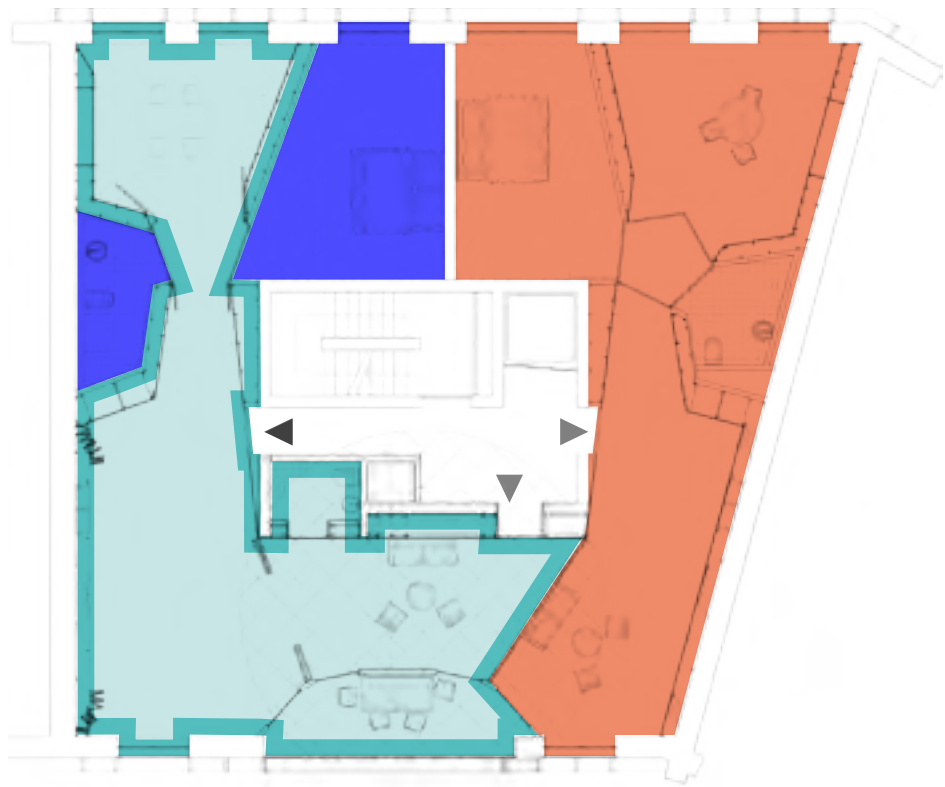
Two flats on the same landing have a unique configuration that challenges spatial boundaries with openings onto multifunctional spaces, redefining notions of private and communal life. These 'coliving' units are designed to accommodate the residents' guests, while creating a shared space for residents on the same floor. This can make life easier for single-parent families, allow elderly

parents to stay close, or simply encourage friends to live together. The aim of this form of shared living is to simplify the daily lives of residents.

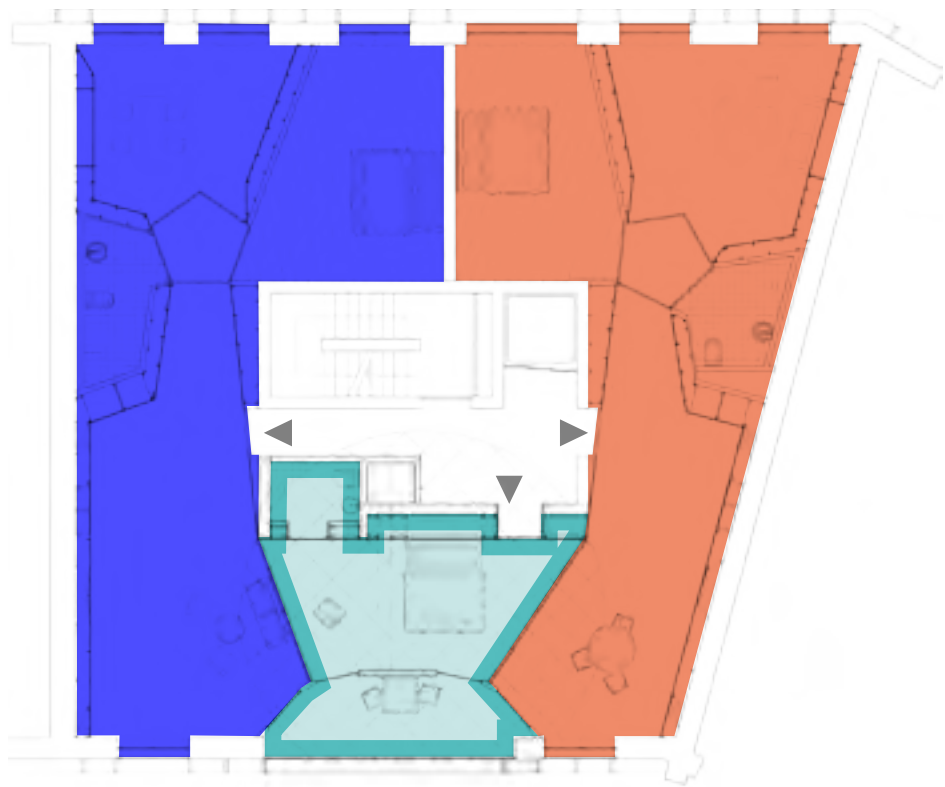
This approach offers residents the chance to share not only a living space, but also common values and objectives based on solidarity and cooperation.

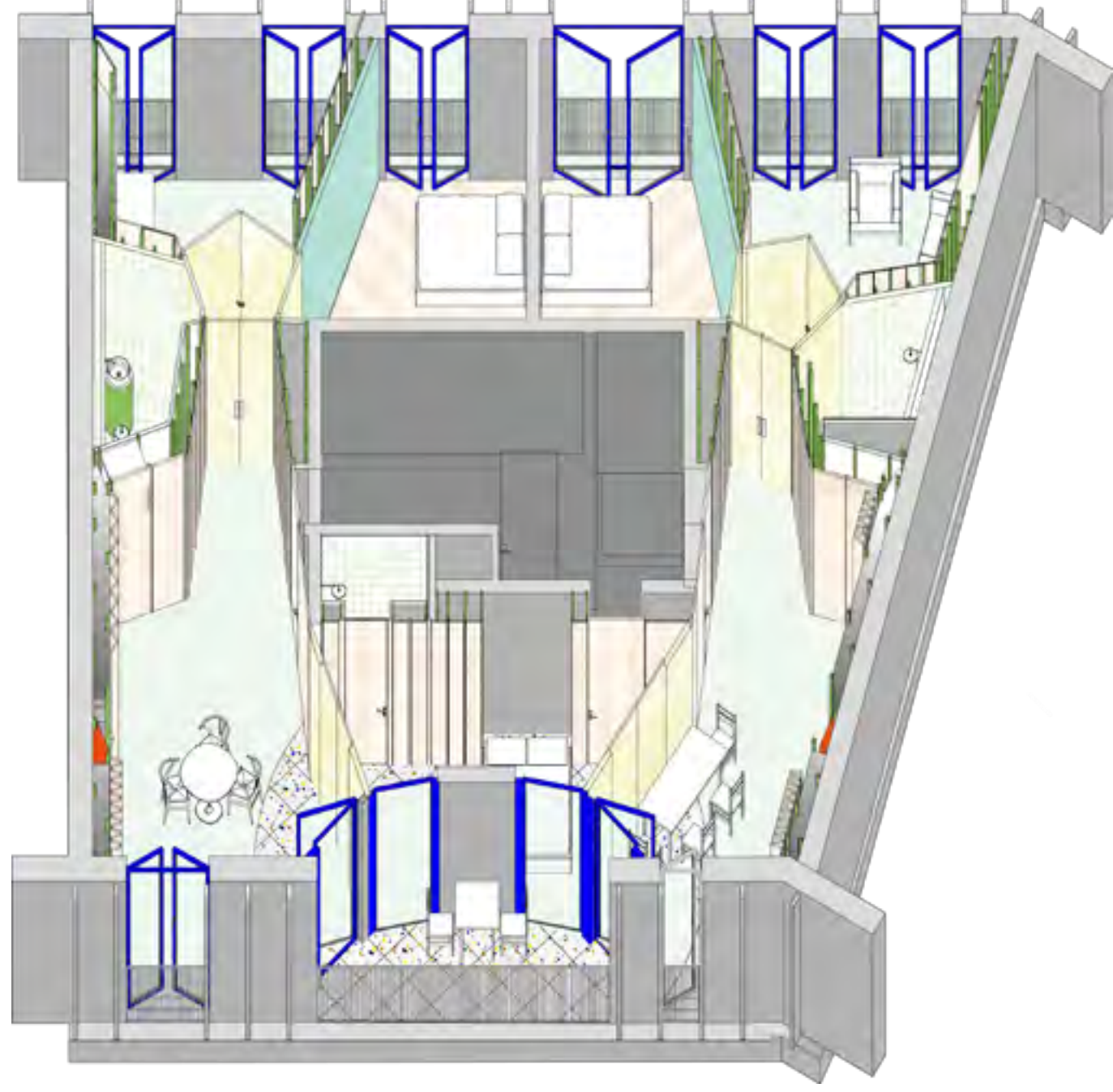
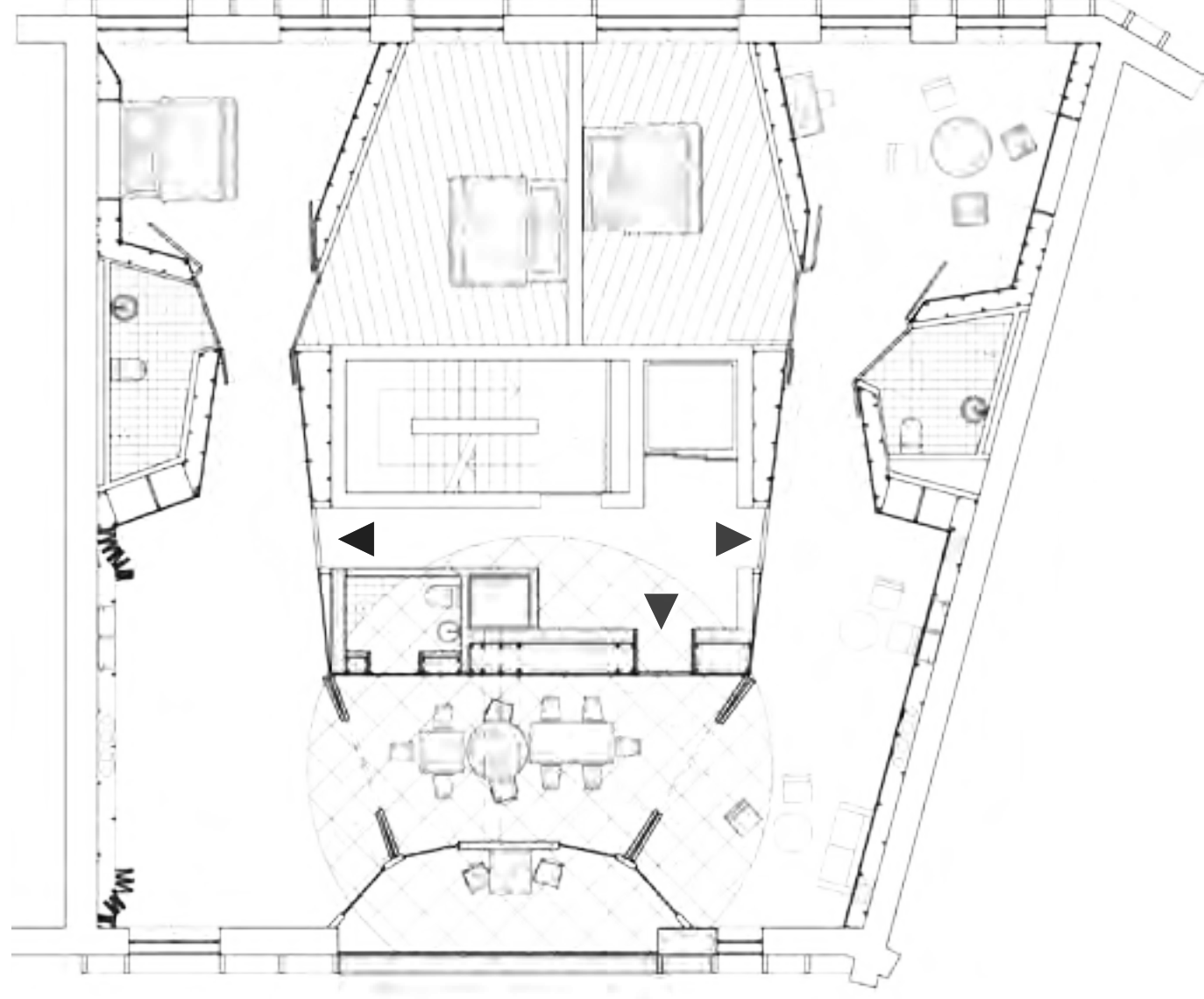
In this way, Janus paves the way for a sharing of social values starting from the domestic space.

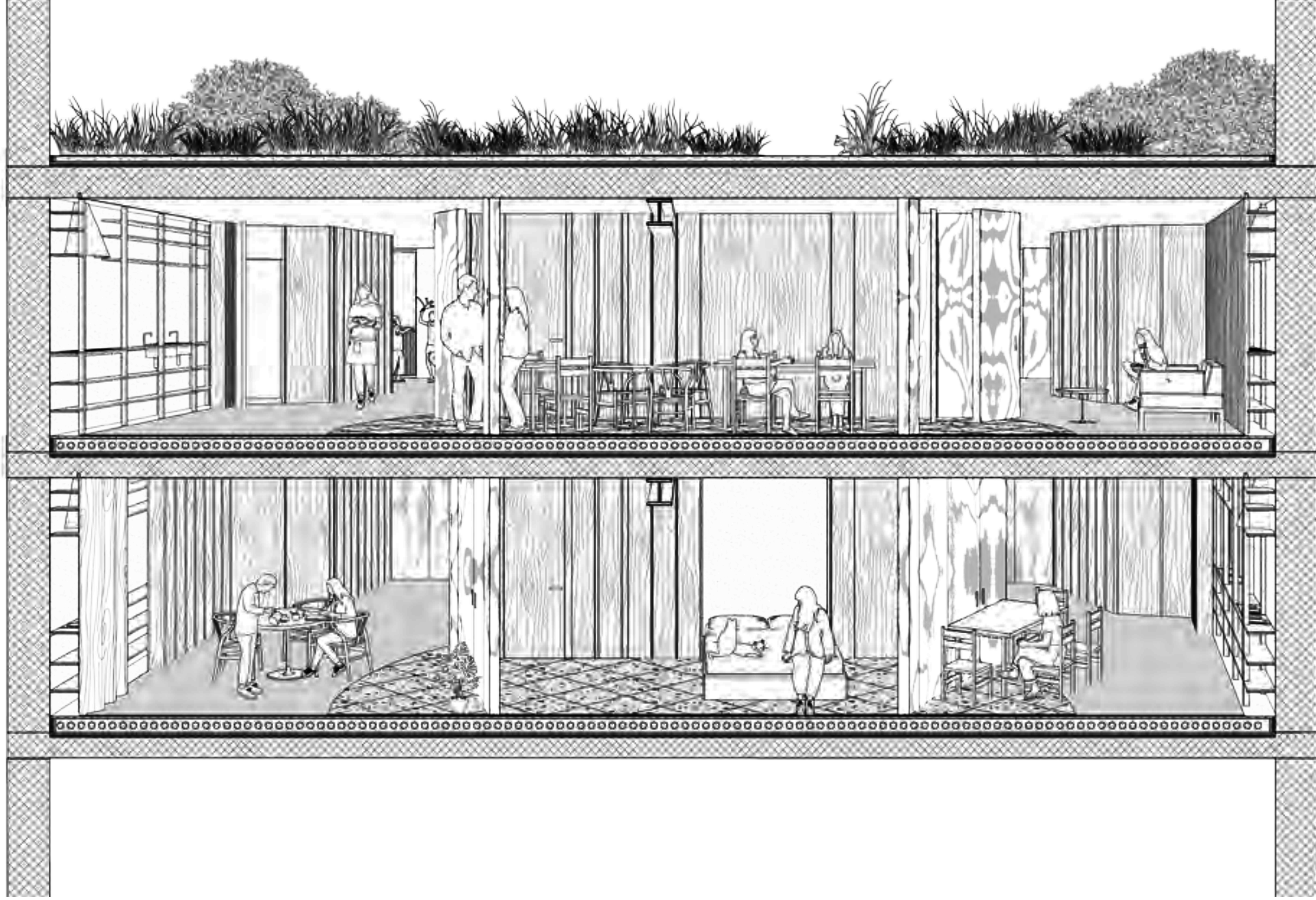




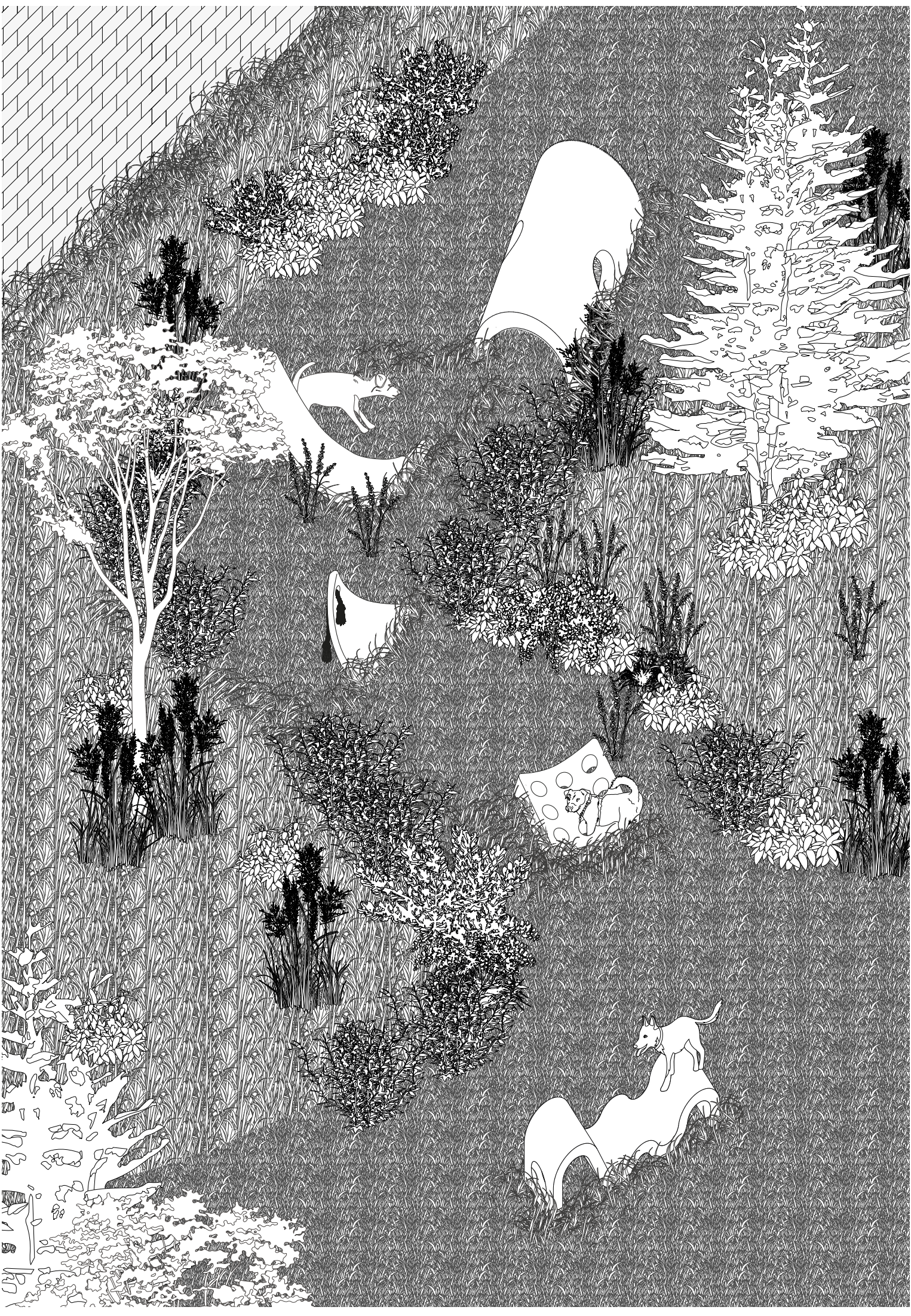
APPARTEMENT N°1
APPARTEMENT N°2
ESPACE ACCUEIL











Creatures

Workshop led by: Youri Kravtchenko
By: Kim Schönauer, Jérémy Triolo, Stéphanie Hemidi
Project: PETS - Milano Design Week 2026 - Alcova
september 2025 - janury 2026

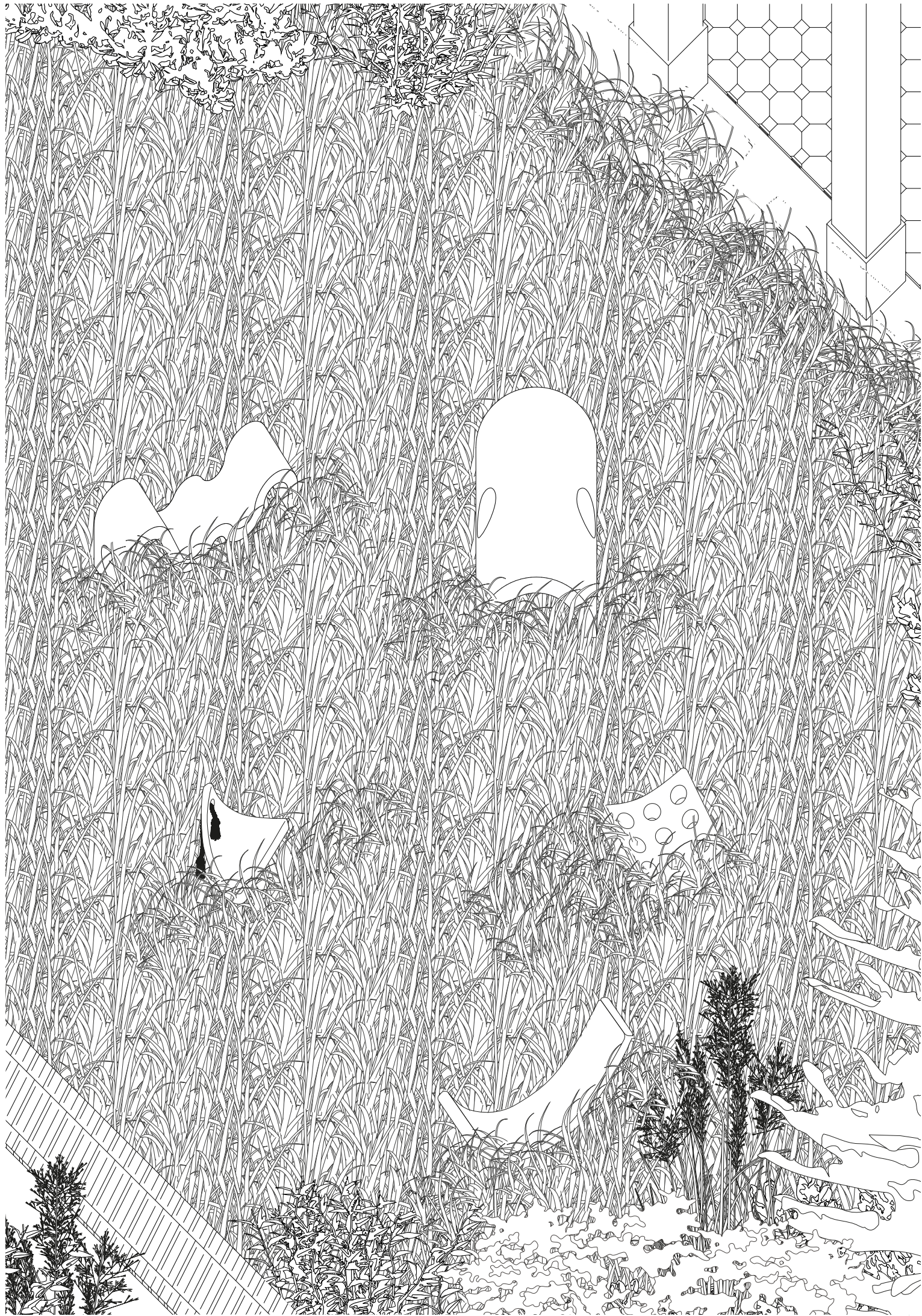
This research project explores the complex relationship between humans and dogs by contrasting two distinct models: that of the «pet» based on an anthropocentric and hierarchical vision inherited from the Enlightenment, and that of «companionship» which posits co-evolution and mutual co-construction.

The objective is thus to demonstrate that the dog-human relationship is not a simple unilateral attachment, but a dynamic process of entanglement where both species define each other, calling for a redesign of our frameworks of thought to fully integrate the non-human dimension of our existence.

This project aims to create hybrid objects, straddling the line between sculpture and tool, which are not imposed on the dog but open up a strange and exploratory landscape. Designed to be interpreted and felt by bodies and surrounding materials, these elements become «alive» only through interaction with other beings and things, while retaining a response specific to their form. The approach balances proximity and distance, fostering a relationship where the dog can climb, crawl, or dig, naturally integrating elements such as earth, plants, or weather conditions.

Located in a «wild garden» extending from the domestic context to nature (inspired by Milan), these objects are designed to function with outdoor conditions—sun, shade, snow, wind—and to escape their immediate utilitarian function. They resemble everyday objects while subverting them, inviting an open and sensory exploration that goes beyond simple use to become a space of co-existence and shared experimentation between the human, the dog, and their environment.







On top of the heap

Plants within interior space - Master 2025-2026

Workshop led by : Studio ossidiana

Project created by : Jérémy Troilo - Stéphanie (Fany) Hemidi

Photo : HEAD - Stéphanie (Fany) Hemidi

The mandrake, an enigmatic plant with humanoid roots, has fascinated since the Middle Ages. Associated with witches and alchemists, it embodies the ambiguity between healing and poison, attraction and fear. Its powerful alkaloids, hallucinogenic, anesthetic, toxic, have fueled legends and real fears: some believed that uprooting it would unleash a deadly scream. Its actual toxicity, dizziness, coma, death, primarily affects mucous membranes (eyes, mouth, nails). Even simple contact can be dangerous. To convey this duality, we designed an installation: a pile of bricks, concrete blocks, and steel, difficult to climb, symbolizing the necessary distance between humans and the plant, while granting it a sacred monumentality. The

summit, covered in earth and sand, shelters a single mandrake, bathed in light through a hole in the roof, evoking its connection to earth and life. The vase, designed as a "survival kit," allows handling the plant from a distance, like a dangerous creature. This highlights the subtle boundary between care and risk, power and fragility, between botanical object and mythological entity. This project does not merely represent the mandrake, but questions what it symbolizes: fear of the unknown, the power of belief, and how collective imagination shapes our relationship with nature. It becomes a metaphor for our contradictions: fascination with the unattainable, the need to tame what escapes us.



Workshop ex — tension

Care for your HEAD - Semaine Inaugurale 2025-2026

Workshop led by: Leonid Slonimskiy - KOSMOS Architects

Assistanat: Artus Monat, Valentin Dubois - Studio V. Dubois, Manuel Rossi

*Project created by: Jérémy Troilo - Marie Trouvin - Paola Lopez -
Amandine Durand - Stéphanie (Fany) Hemidi*

Photo: HEAD - Sylvain Leurent

For this “Care for your HEAD” workshop, we chose to set up near the Georges Addor building. Built in 1955, it is now classified as a historic monument. At the foot of this building lies a pool directly inspired by tropical architecture, made famous by Brazilian architects such as Oscar Niemeyer. This pool has not been used for years due to safety and regulatory reasons. Hidden behind hedges, this space is now quiet but unused. Our project aims to reactivate it by leveraging the pool’s sunken shape—not as a void, but as a

support: a generator of comfort. We installed a taut plastic cover over the pool, using a system of ropes and pegs. To better anchor ourselves in the chosen location, we then envisioned extending the adjacent library. This is a place where one can read, relax, gather—or, conversely, momentarily escape the school’s rhythm. It can be used on pleasant days like today. Our installation thus transforms an unused space into a place of comfort, highlighting the existing site while creating a direct link with the library and school life.





Workshop Paper color tools

Week of all possible 2025

Workshop organised by : directed by Christoph Brach of Raw Colors

Assistants: Rob Van Leijsen

Photos: By Christoph Brach - HEAD Genève

Led by Christoph Brach of Raw Color, this workshop explores the relationship between paper and color through the creation of objects, installations and graphic tools. The aim is to experiment with how colors, shapes and movements interact to generate dynamic or static compositions. The two projects proposed in this workshop explore paper in movement, as a tool for experimentation, exploiting its interaction with light and its environment.

Color Clock is a clock that offers a catalog of over 720 color compositions, thanks to a rotating timer system that changes every two minutes.

Shade Machine is a tool that offers a dynamic composition of colored papers, rotating on itself with an electric screwdriver to influence the color shades on external elements.





Workshop Back to the source

Pipe dream - Inaugural Week 2024-25

Workshop organised by : Lola Jutzeler, Robin Delerce and Valentin Calame

Assistants: Chiara Kocis, Manuel Rossi, Marie Schild

La source, joint work with: HEAD interior architecture students

Photo: HEAD - Noé Vercaemst - Fany Hemidi

This installation, which explores the history of the banks of the Arve - once an essential source of running water for the bourgeois inhabitants of Geneva - is distinguished by the staging of domestic items on rocks, evoking a bathroom. By confronting these everyday objects with a natural environment, the work reflects on the historical role of water and its evolution over time, while reinterpreting the relationship between man and his aquatic environment.

This artistic gesture is in direct dialogue with Marcel Duchamp's approach, particularly his famous **Fountain** (1917). In the same way, this installation diverts the original function of domestic objects to reveal a wider meaning, linked to the source and urban development. This play on displacement and reinterpretation invites us to revisit the symbolic value of water and its implications for our collective history.



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