

SOFIA SCHARPF

Parsons School of Design
Interior Design BFA
sofiascharpf@gmail.com
415-233-0591



TABLE OF CONTENTS

3. RESUME

4. THE SOCIAL JUNGLE - SENIOR CAPSTONE

13. THE SCHOOL OF FISH - JUNIOR SPRING STUDIO, COPENHAGEN

19. REVIVAL NYC - SENIOR FALL STUDIO

26. ADDITIONAL WORK

SUMMARY

Motivated interior design graduate with a BFA from Parsons School of Design and hands-on experience supporting senior designers throughout multiple phases of the design process. Skilled in creating client presentations, lighting and fixture schedules, material curation, schematic design, and styling for photo shoots. Experienced in coordinating with vendors and the SF Design Center, managing material libraries, attending job site visits, and overseeing furniture and finish logistics. A collaborative, detail-oriented team player with strong organizational and communication skills, passionate about bringing concepts to life, from early broad concepts to finer architectural details, furniture, and decorative elements.

PROFESSIONAL EXPERIENCE

Interior Design Intern • Heather Hilliard Design • June-August 2025

Assisted senior high-end residential designers with office organization through curating and organizing the material library, created client presentations and decorative lighting fixture schedules, curated and transported decorative items to photo shoots, assisted photographers and designers with staging, visited job sites, noted damage or errors in deliveries and installation, communicated with vendors, and interacted with the SF Design Center to return and acquire materials.

Interior Design Intern • IA Interior Architects • June-August 2025

Shadowed senior commercial workplace designers, created sketches for design pitches, visited job sites and marked up plans for schematic design, interacted with the SF Design Center to curate materials, and organized the material library while connecting with and communicating with vendors. Attended a Revit Fundamentals course.

Assistant to Designer • Caryn Sloan Design • May 2022 - January 2023

Shadowed the owner and main operating high-end residential designer. Managed the official Instagram page to create promotional content as well as content strategies. Interacted with the design community by organizing contacts, setting up meetings, and coordinating design information. Managed pickups, returns, and transportation of design finish materials and furniture. Created lighting and fixture schedules as well as design presentations for clients.

EDUCATION

Parsons School of Design • BFA Interior Design • August 2022-May 2026

Graduated with Honors: 3.9 GPA, Dean's List 2022 - 2026, Dean's Scholarship Recipient, BFA Merit Scholarship Recipient, Martha Weston Memorial Scholarship Recipient.

DIS Copenhagen Study Abroad • Semester Study Abroad Program • January-May 2025

Community Impact Scholarship Recipient, Interior Architecture Studio, Adaptive Reuse Course, Danish Textile Design Course, Danish Design History Course.

SKILLS

Adobe Creative Suite (Illustrator, InDesign, Photoshop), AutoCAD, Rhino, Revit, Enscape, Bluebeam Revu, Google Suite, Textile Design, Illustration, Hand Drafting, Space Planning, Rendering, Presentations.



SOFIA SCHARPF
sofiascharpf@gmail.com
415-233-0591



SOCIAL
GOEGRAPHIC



Exclusive Look

THE SOCIAL JUNGLE

Humans depend on connection to survive, but in a rapidly digitally alienated world, that connection is migrating from physical spaces to digital ones. Social media has become a new habitat where people search for recognition, curate identities, and seek belonging, raising the question: how will this shift reshape the future of community?

Spring 2026, Studio 6 Captstone:
Professor Adrienne Brown
The **Animal** and the
Ecosystem

Exploring the boundaries
between physical and digital
social worlds



THE INFLUENCERS:
the apex predator of the social media ecosystem. Their status, with high follower counts and engagement, elevates their importance within social media among viewers. Additionally, their content is essential to the life force of the environment, creating a consistent space for engagement and connection.



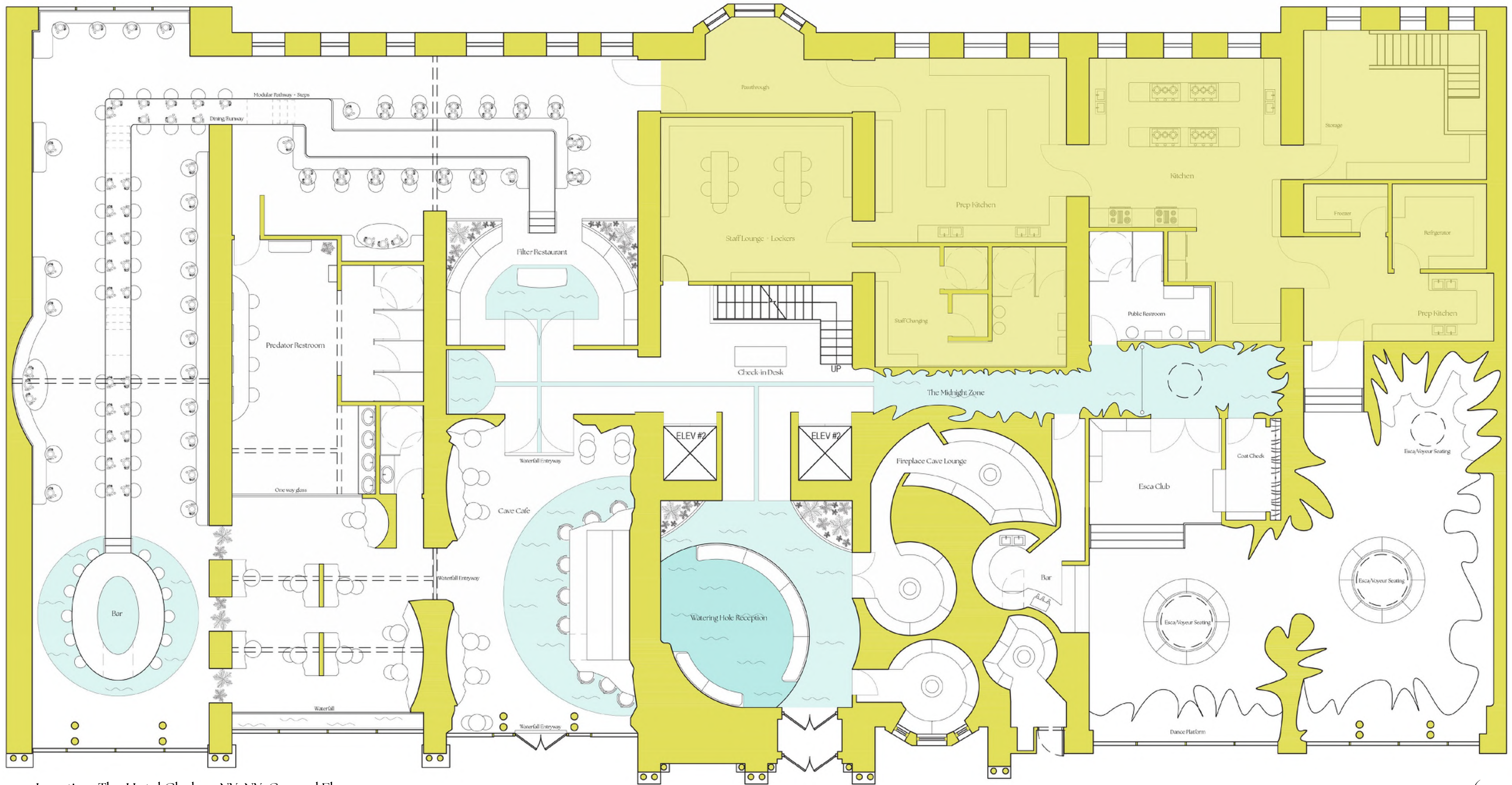
THE BOTS:
the invasive species of the social media ecosystem. Leaching off of other users for engagement and followers, their presence within social media corrodes the environment, manipulating algorithms and pushing authentic users out.

THE REGULAR USERS:
the prey of the social media ecosystem. Participation is both nourishment and vulnerability, experiencing the illusion of gain from this social hierarchy through entertainment, socialization and community, and inspiration. As constant exposure to perfectly framed lives, polished aesthetics, and carefully edited personalities gradually reshapes the expectations of those watching. The regular user, your friends, family, and even you, begins to measure their own identity against these exaggerated performances, mistaking curated identities for natural behavior.

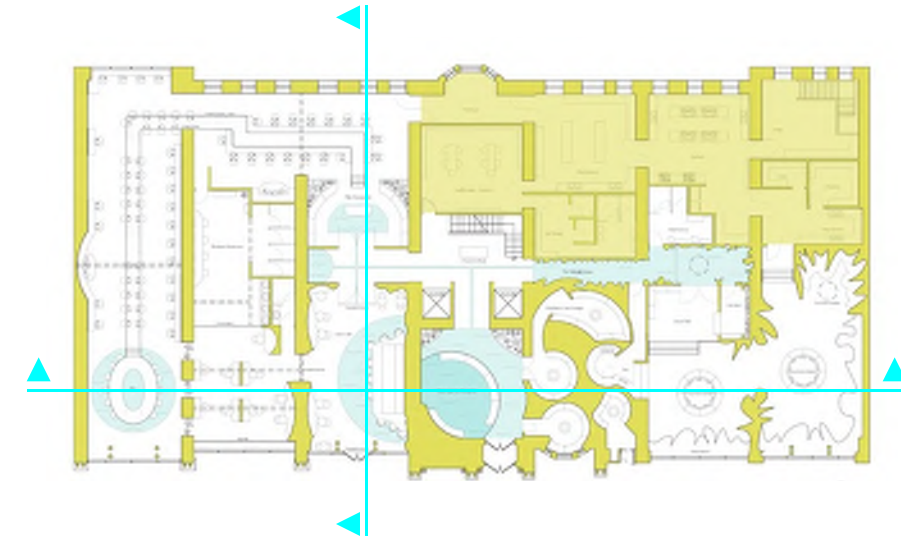
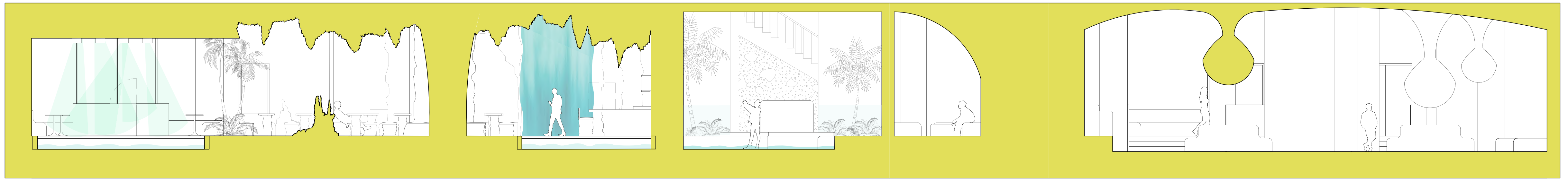


THIS JUST IN:

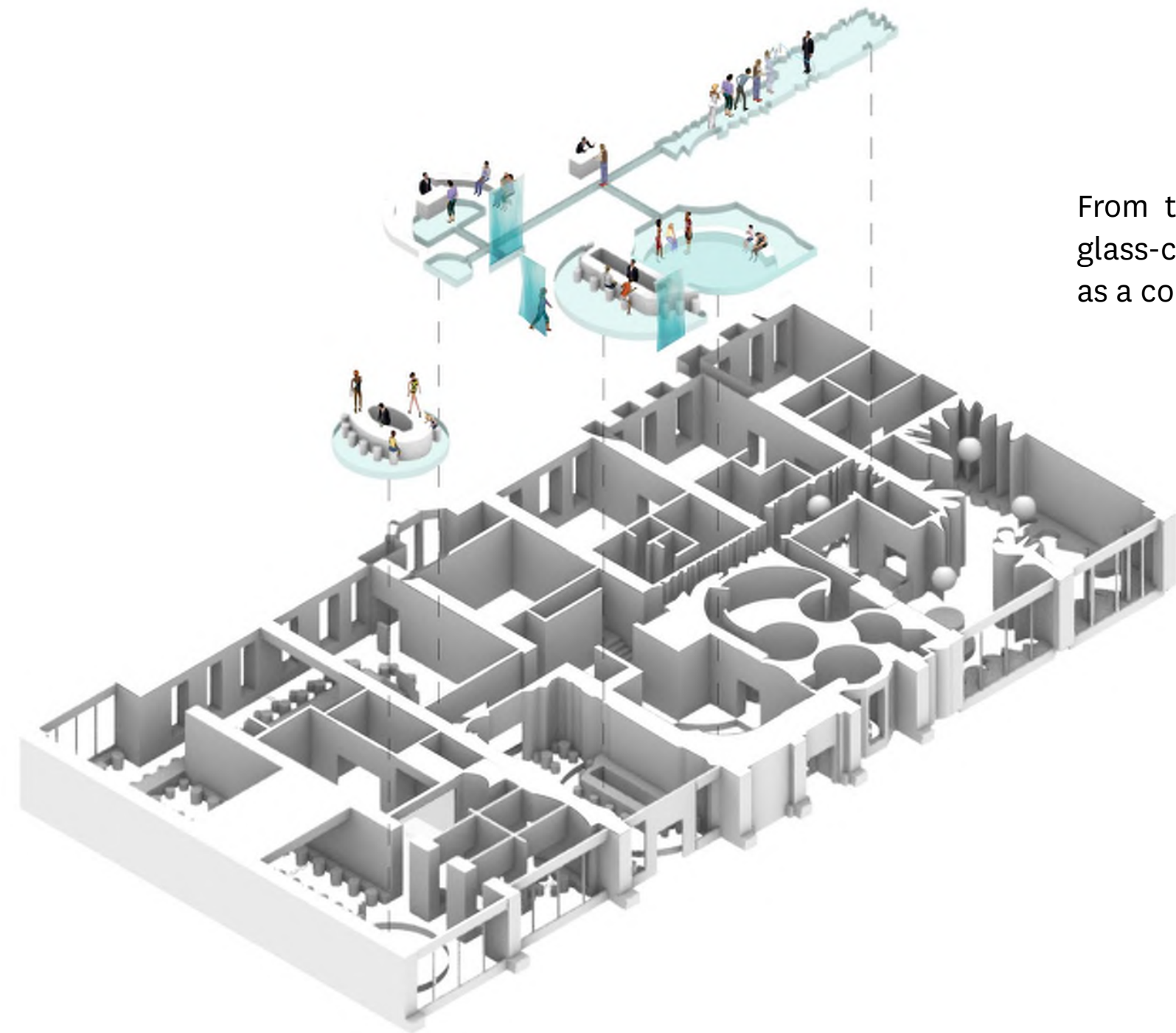
The Chelsea Hotel, iconic for being a hub for creatives and cultural tastemakers for decades, has been taken over by this generation's trendsetters and artists: social media users. Those who dare to explore inside will be confronted with the dynamic of predator vs. prey, similar to that of influencer vs. regular social media user. The Social Jungle not only applies social media to physical space through the lens of a jungle, but attempts to cater to humans' innate social needs -- sharing our experiences and stories, socializing, and feeling validated -- which predate social media. The Social Jungle provides an escape from digital alienation and an oasis for those looking to connect in whatever way they are drawn to: predator or prey.

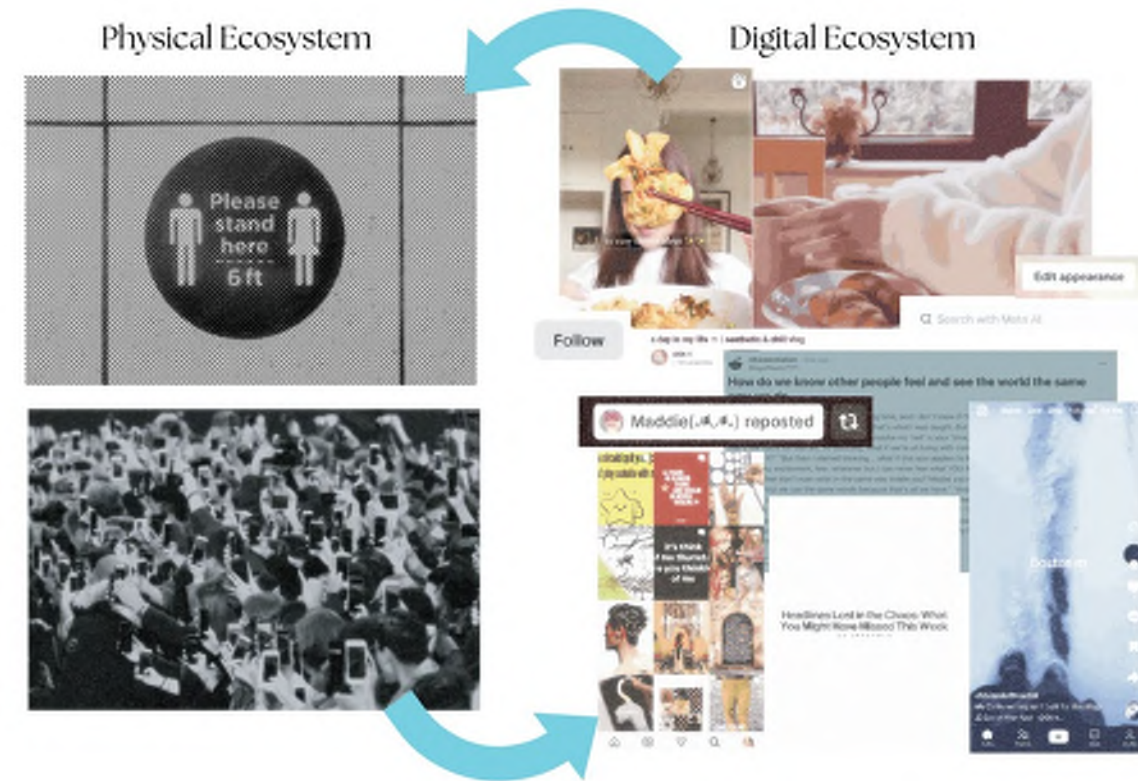
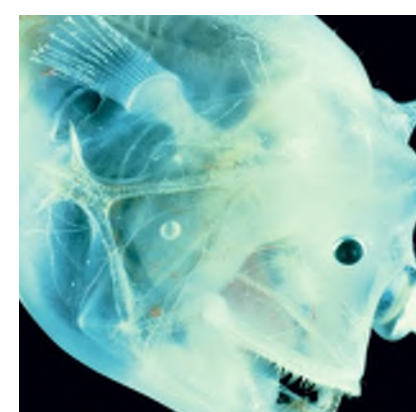
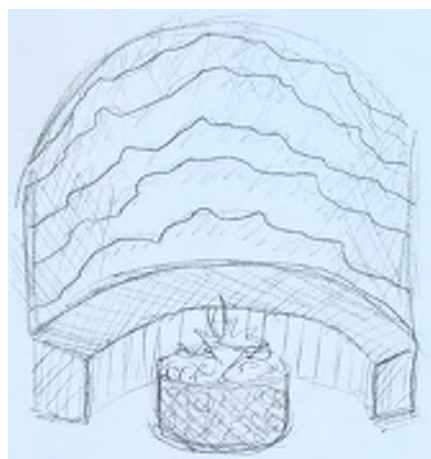
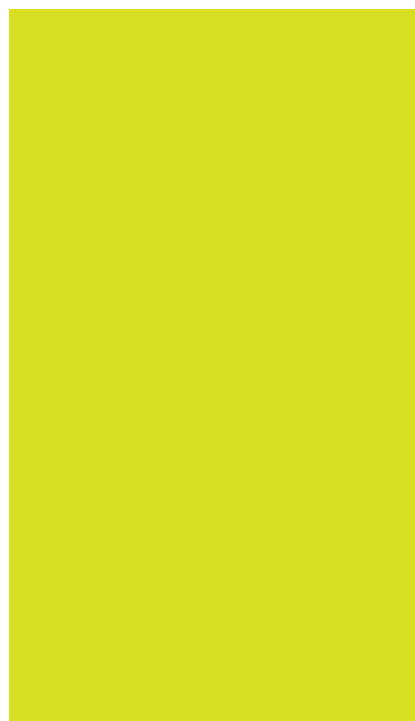


Location: The Hotel Chelsea NY, NY. Ground Floor.



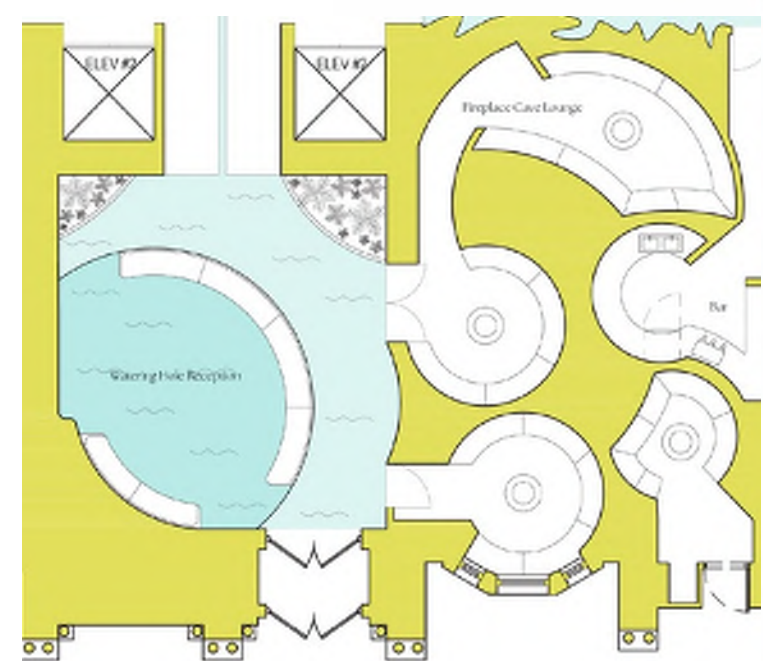
From the central interactive watering hole reception, glass-covered water flows throughout the space, acting as a connecting oasis.





WATERING HOLE RECEPTION

Cooling mists, dewy plants, and sparkling crystal blue water lures guests to this safe ground. Central to the ground floor and the first point of contact for all guests, the watering hole reception allows for guests--whether predator or prey--to socialize, show off, or take a break.



FIREPLACE CAVE LOUNGE

Dim with the exception of the flicker of a warm emanating firelight which guides guests into each cool stone cocoon. In the confined space guests must huddle close, encouraged to connect over and tell stories around firelight like our ancestors once did.

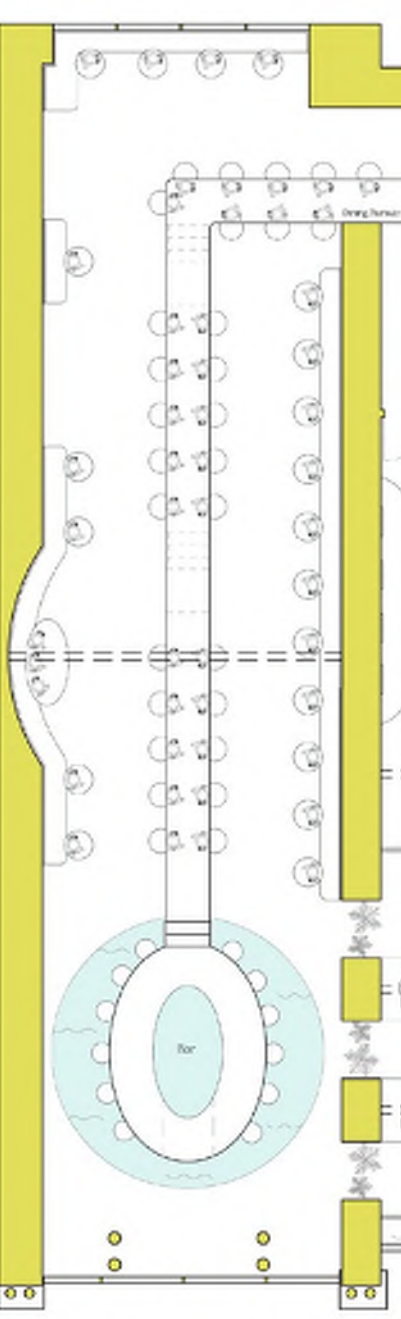
ESCA CLUB

Glowing, thumping, and flashing in a transfixing neon myst, Esca club entices onlookers from the sidewalk, drawing them into the fun like the luminous esca orb of an angler fish. Inside, esca orbs sparkle and glow like disco balls, predators perform in hopes of being watched on dance platforms, and prey acting as voyeurs in the space, documenting and observing.



FILTER RESTAURANT

This is not your average restaurant: the main course has nothing to do with food. Dramatic colorful lighting drenches the space, reminiscent of photo filters used to curate one's online identity. A catwalk stretches through the space, acting as the only entry point to the space, forcing guests to show off and strut before being seated. Food gets trampled, making the main event who's entering.

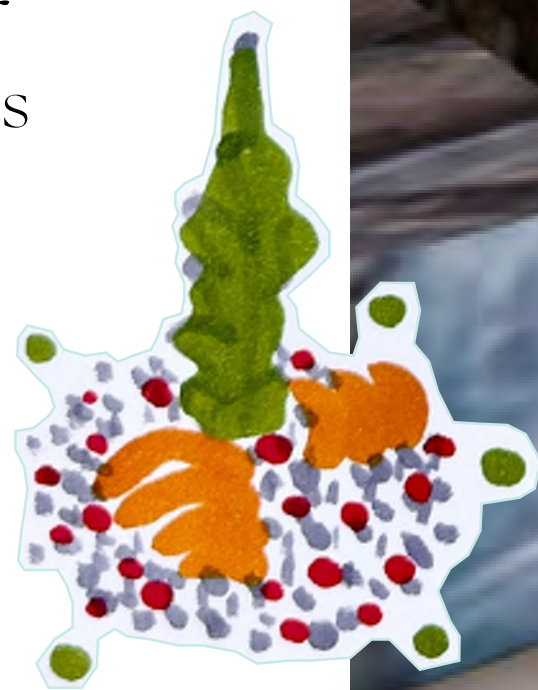
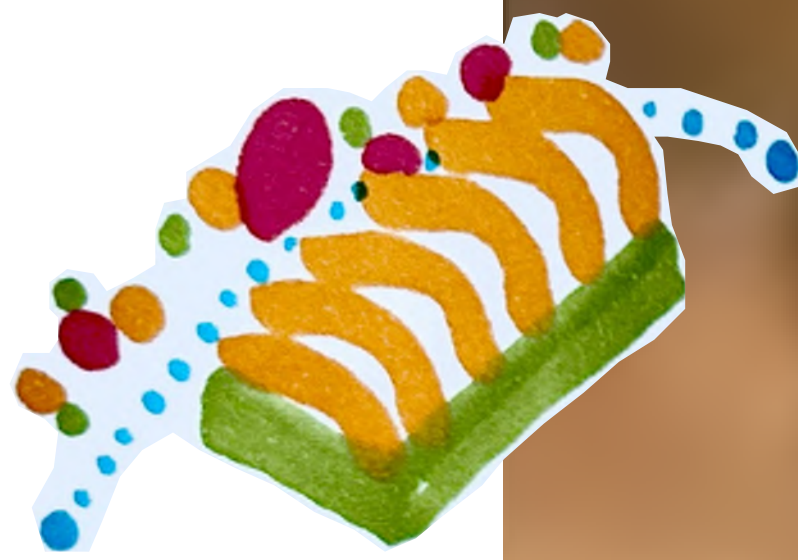


Through the foliage, guests can stalk prey over in the cave cafe and vice versa, creating the tension that either side could pounce at any minute.

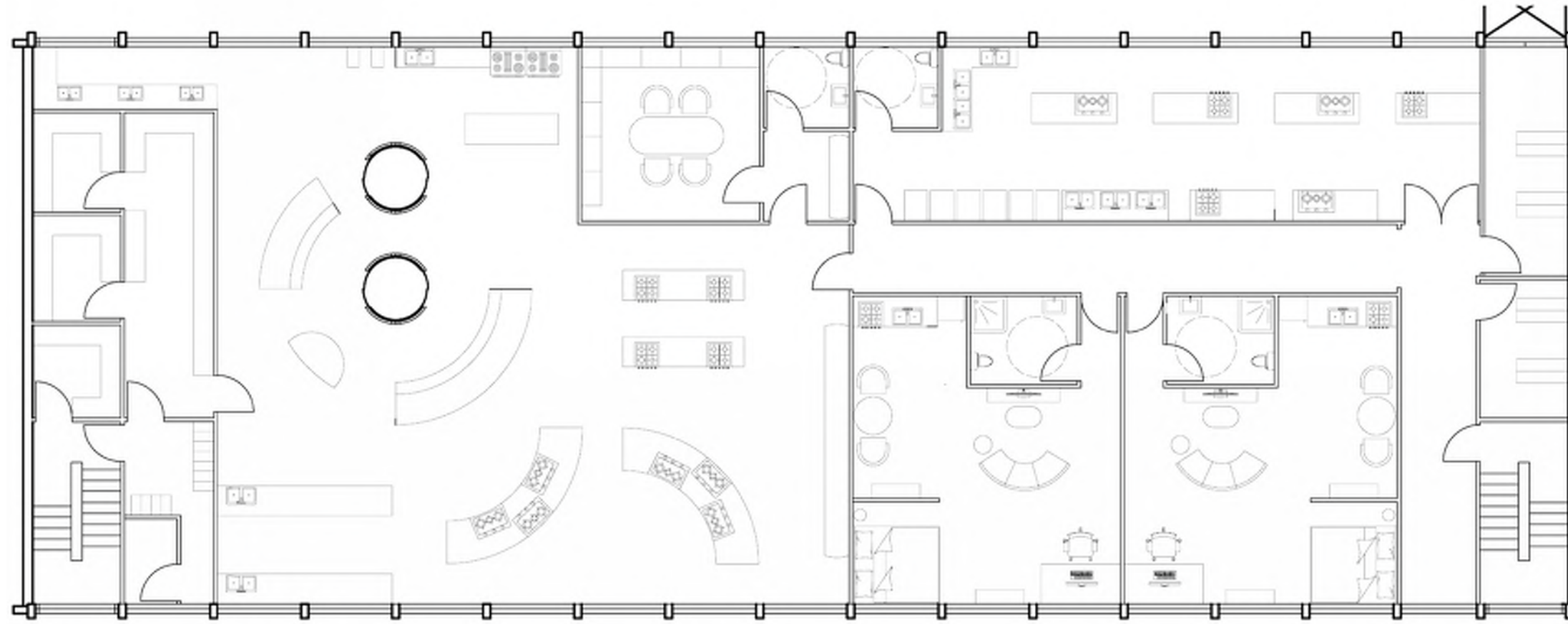


THE SCHOOL OF FISH

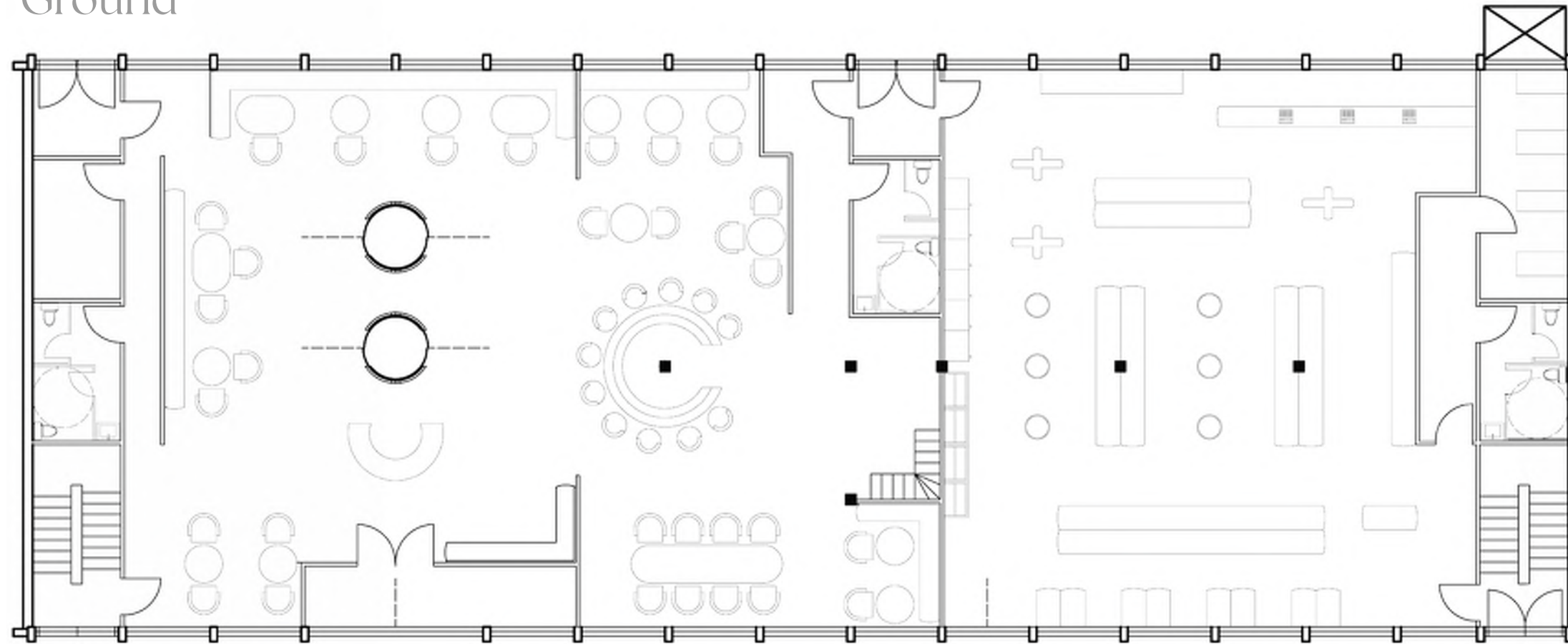
Inspired by the maritime culture of Copenhagen, the art of gourmet plating, and the enchanting textures of the sea, a cultural house known as the School of Fish aims to elevate one's experience with food.



Second



Ground

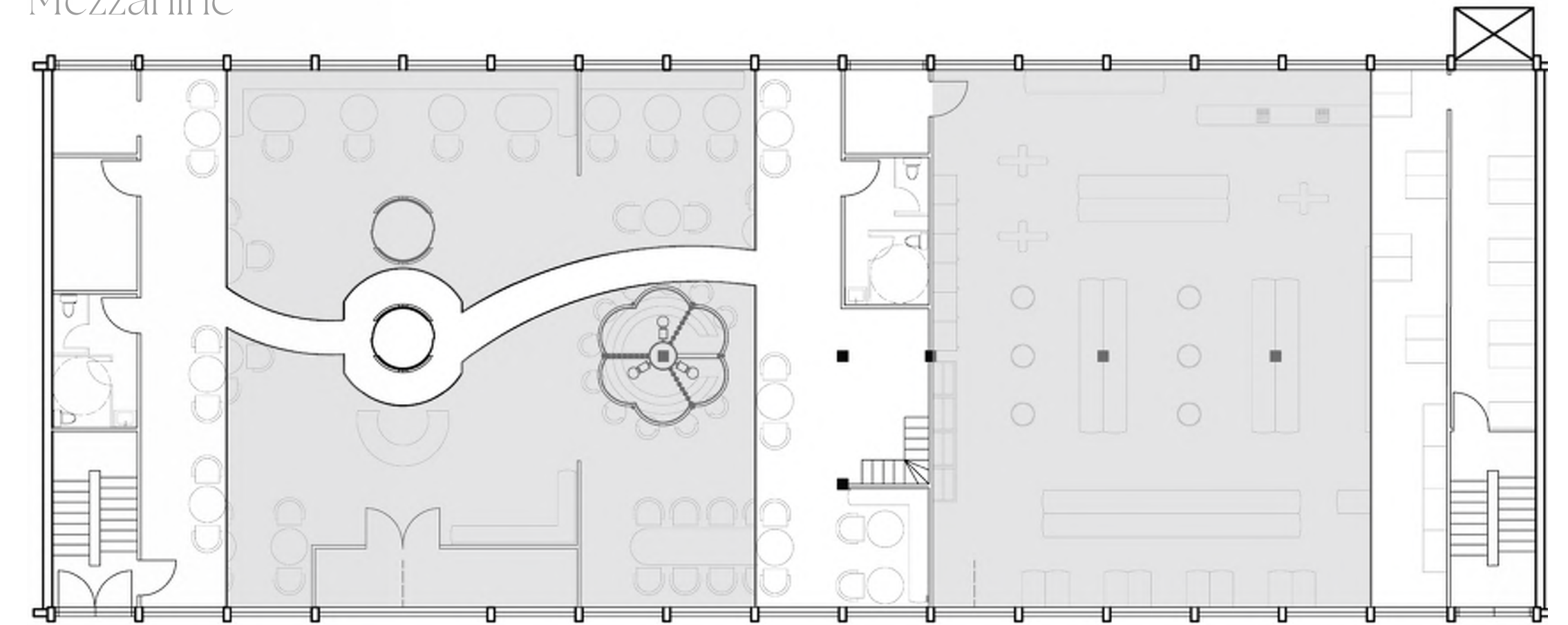


Location: Refshaleøen, Copenhagen, Denmark.

Site: A two story building surrounded by the hip and food-centric neighborhood of Refshaleøen.



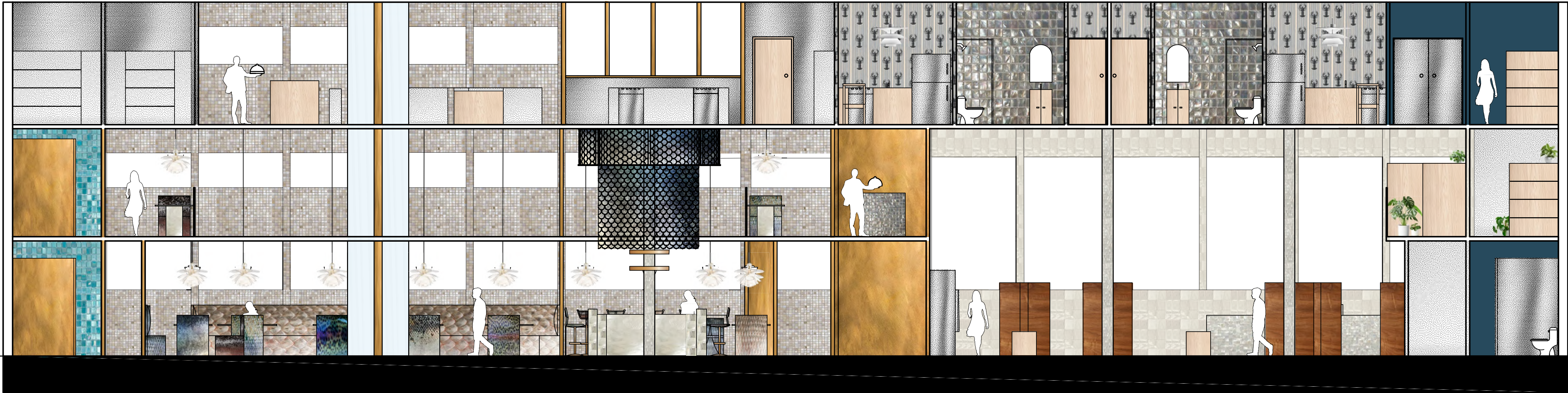
Mezzanine



Sketches of gourmet meal experience

The School of Fish invites chefs from all cultures to reside, collaborate, explore, and reinvent the food that Copenhagen was built on: seafood. Through an under the sea inspired restaurant, two kitchens, a grocery, and two residencies, food and culture are celebrated.

Long Section - L

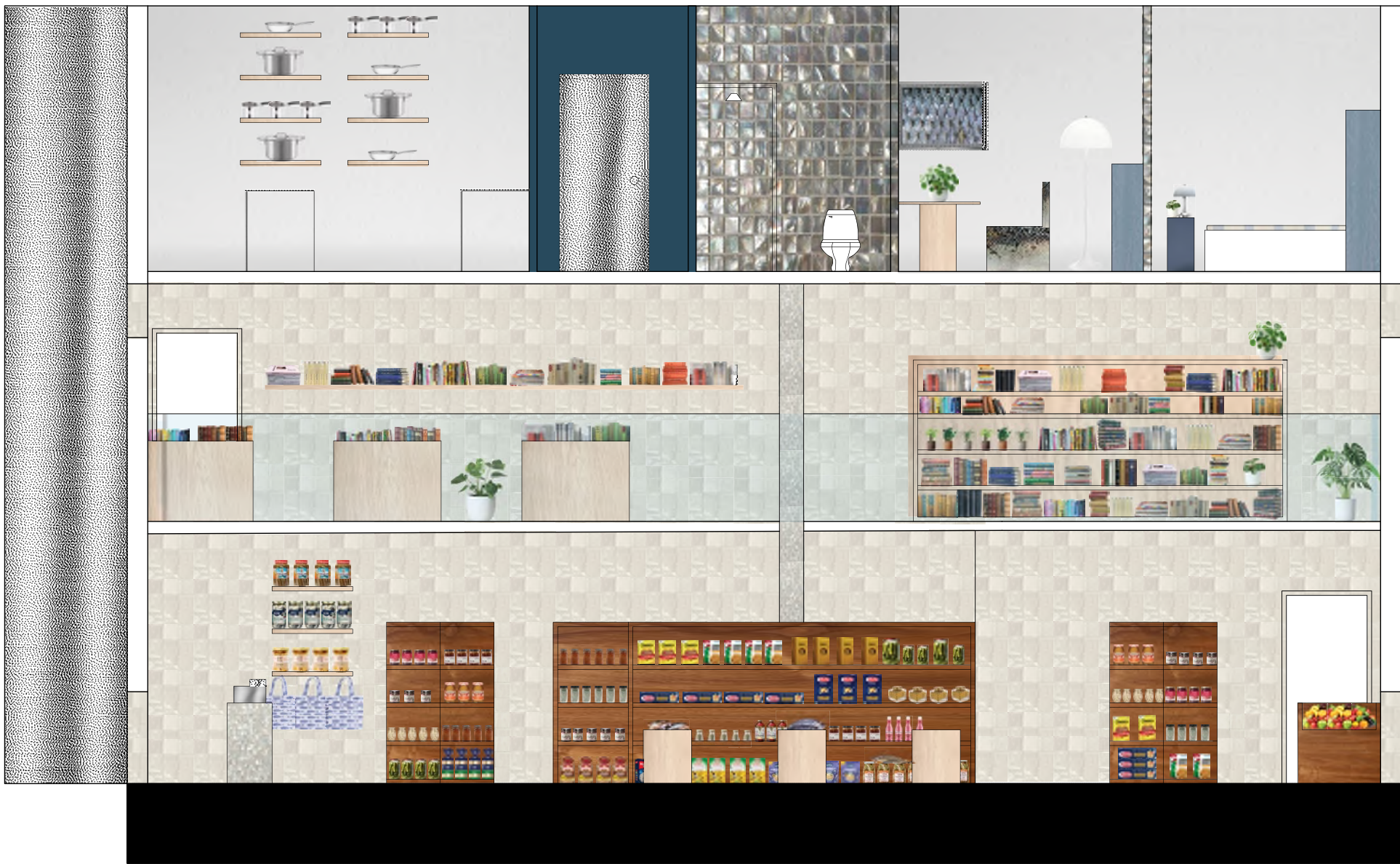


Second Floor
Course kitchen
Test Kitchen
Residencies

Mezzanine Floor
Restaurant cont.
Food library

Ground Floor
Restaurant
Grocery

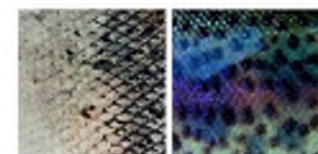
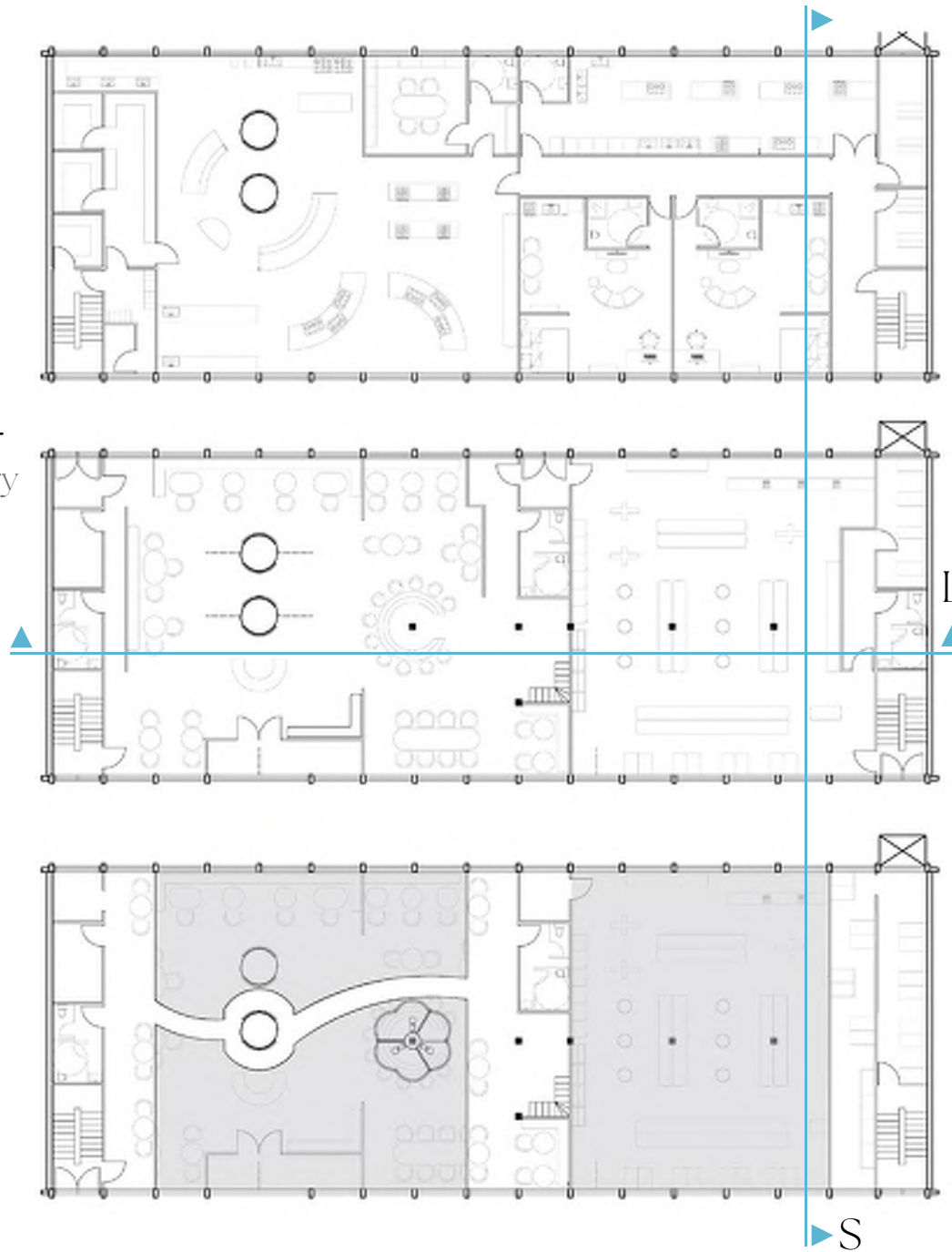
Short Section - S



Second Floor
Test Kitchen
Residencies

Mezzanine Floor
Cookbook library

First Floor
Grocery



The restaurant takes on an under-the-sea-inspired look, like stepping into a forgotten treasure chest from the waters of the Baltic Sea. Inspired by Danish Design, PH Septima pendants designed by Poul Henningsen for Louis Poulsen dangle like jellyfish.



The image shows a multi-level restaurant interior. A prominent feature is a mezzanine bridge with a glass railing that curves through the space. Large, cylindrical pendant lights with intricate, colorful patterns hang from the ceiling. The floor is made of light-colored wood, and there are several small, round tables with patterned chairs. The overall design is modern and artistic, with a focus on light and space.

Reminiscent of the swirling final touches of a gourmet meal, a mezzanine bridge slinks through the restaurant. Guests from above can peek down into the undersea-inspired scenes below.



Like bubbles rising to the surface of the water, two elevators create a theatrical centerpiece, allowing anticipation to build as guest's food comes down from the upstairs kitchen.



R
E
V
I
V
A
L



N
Y
C



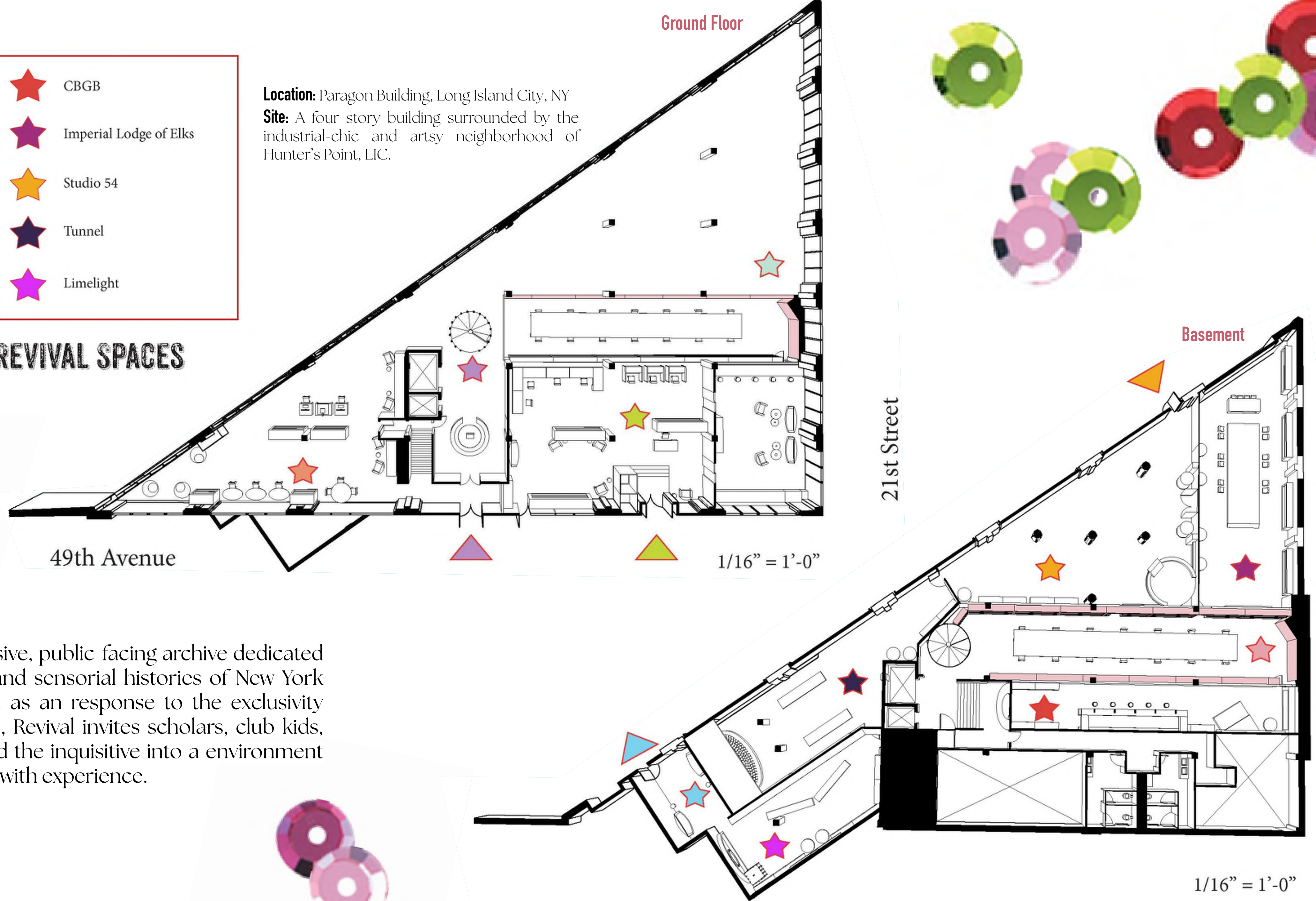
WORK SPACES

- ★ Secondary-Source Library
- ★ Gallery Space
- ★ Employee Workspace
- ★ Cellar Entrance
- ★ Reading Atrium
- ★ Flyer Room

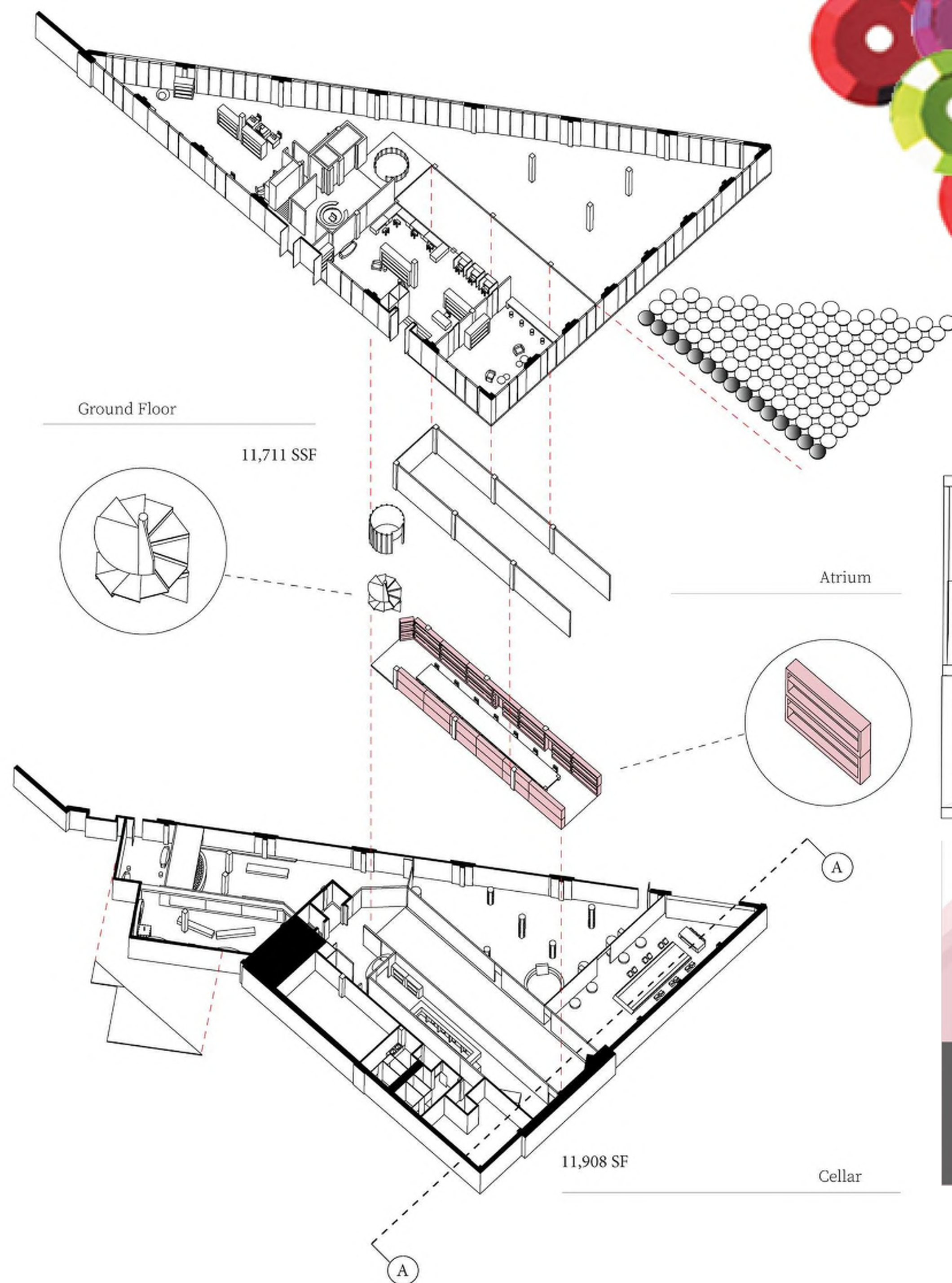
- ★ CBGB
- ★ Imperial Lodge of Elks
- ★ Studio 54
- ★ Tunnel
- ★ Limelight

REVIVAL SPACES

Location: Paragon Building, Long Island City, NY
Site: A four story building surrounded by the industrial-chic and artsy neighborhood of Hunter's Point, LIC.



Revival NYC is an immersive, public-facing archive dedicated to the cultural, spatial, and sensorial histories of New York City nightlife. Positioned as an response to the exclusivity of conventional archives, Revival invites scholars, club kids, designers, historians, and the inquisitive into a environment that blends preservation with experience.

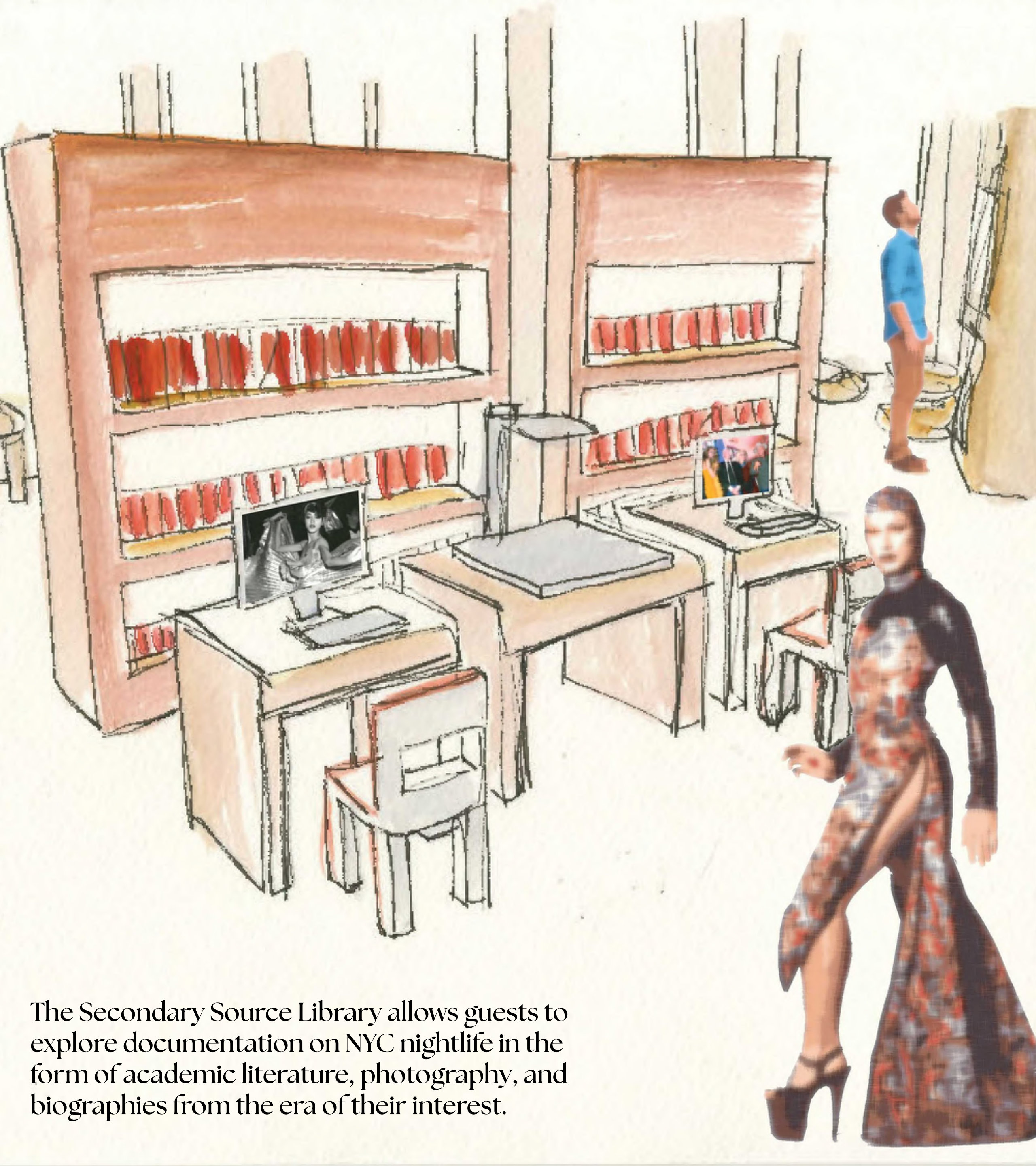


Organized around a central atrium that visually and spatially connects the archive's program, this "spine" functions as an interactive reading room, offering direct access to the surrounding revival spaces. The central staircase connects a secondary source library, gallery, and office space on the upper level, and primary sources and revival spaces on the lower level.



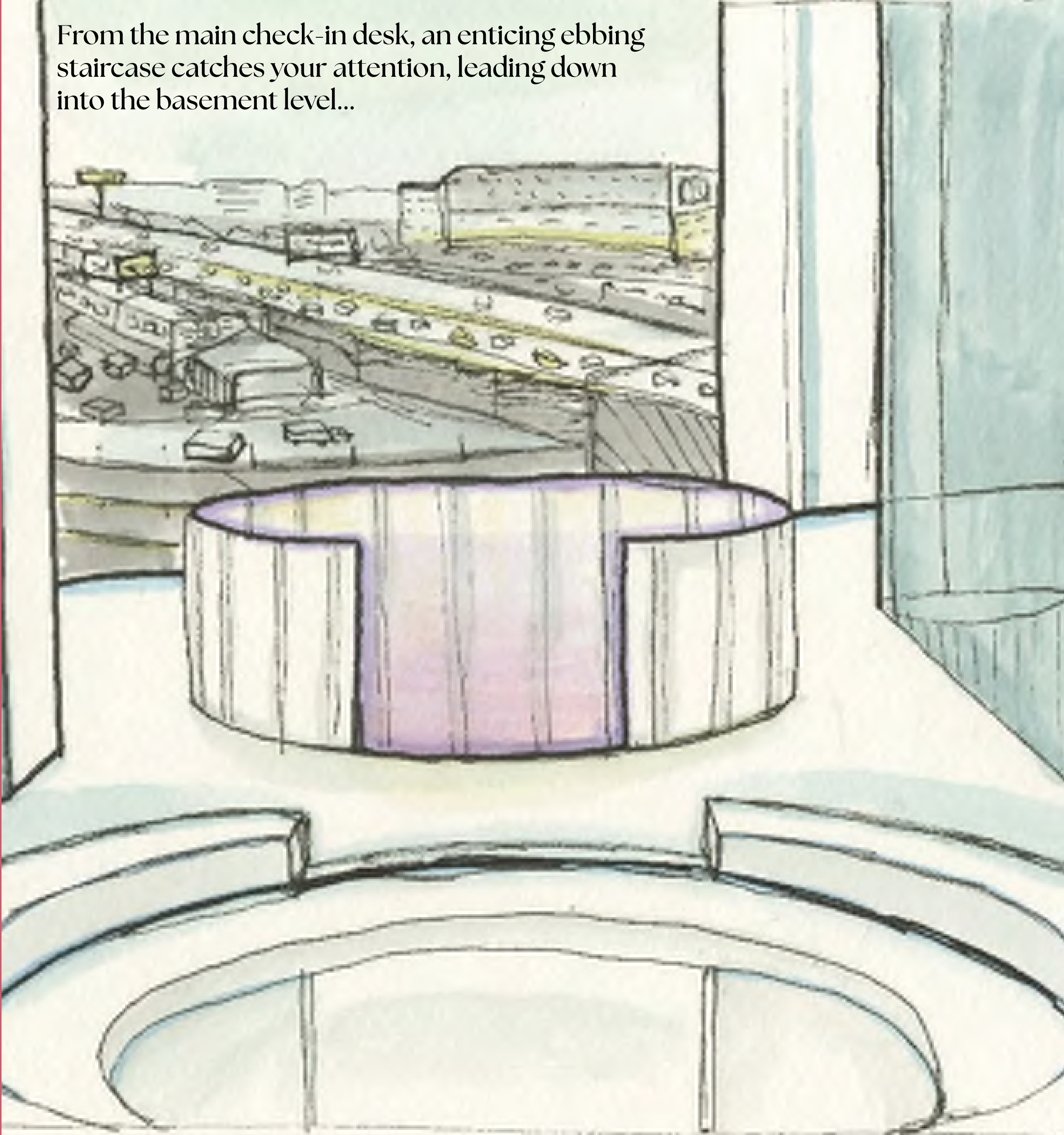


The office space allows archive staff a space to organize and work while overlooking the interactive reading room atrium and gallery space. The gallery is rented for parties to make their mark on contemporary NYC nightlife history.



The Secondary Source Library allows guests to explore documentation on NYC nightlife in the form of academic literature, photography, and biographies from the era of their interest.

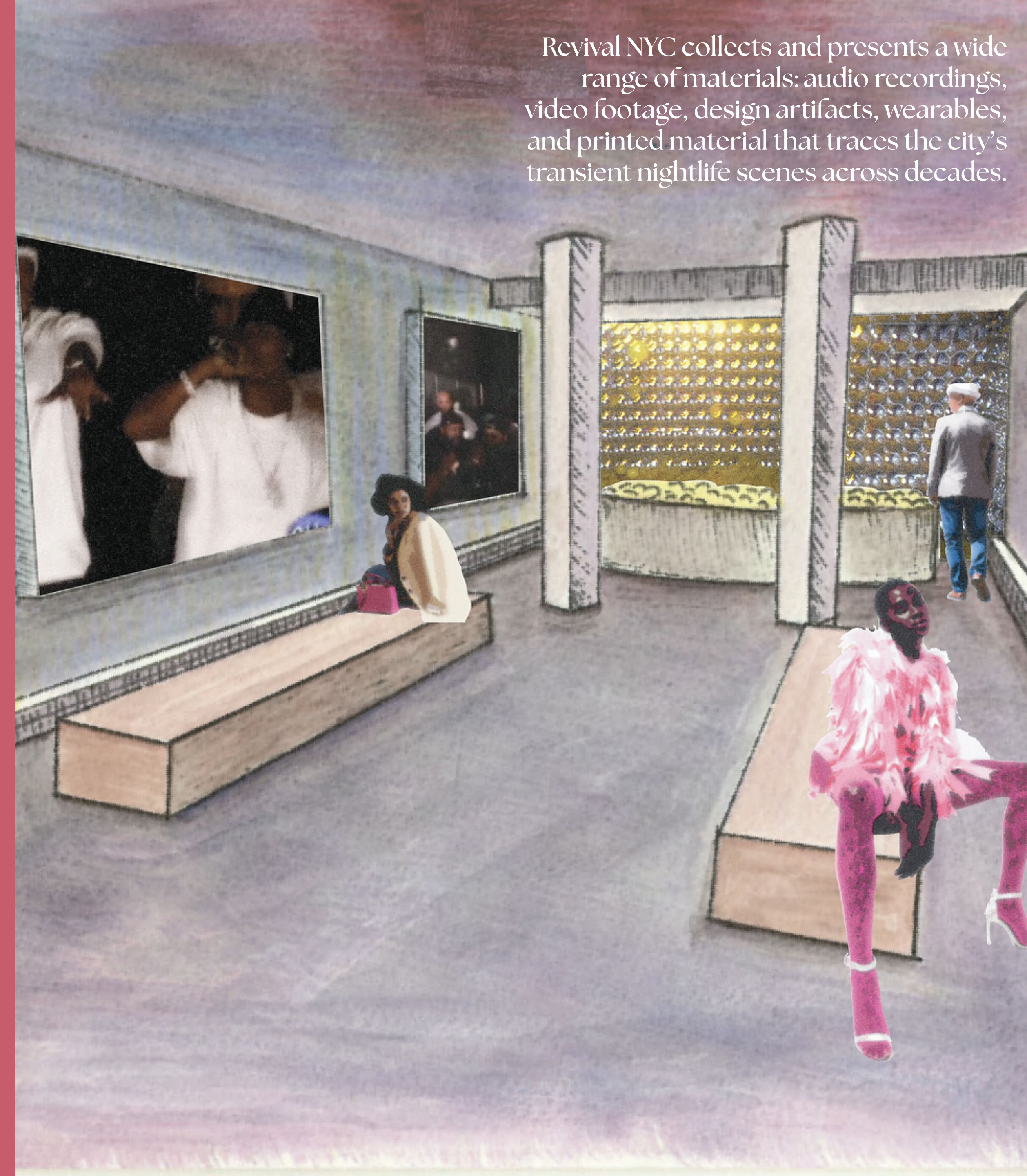
From the main check-in desk, an enticing ebbing staircase catches your attention, leading down into the basement level...





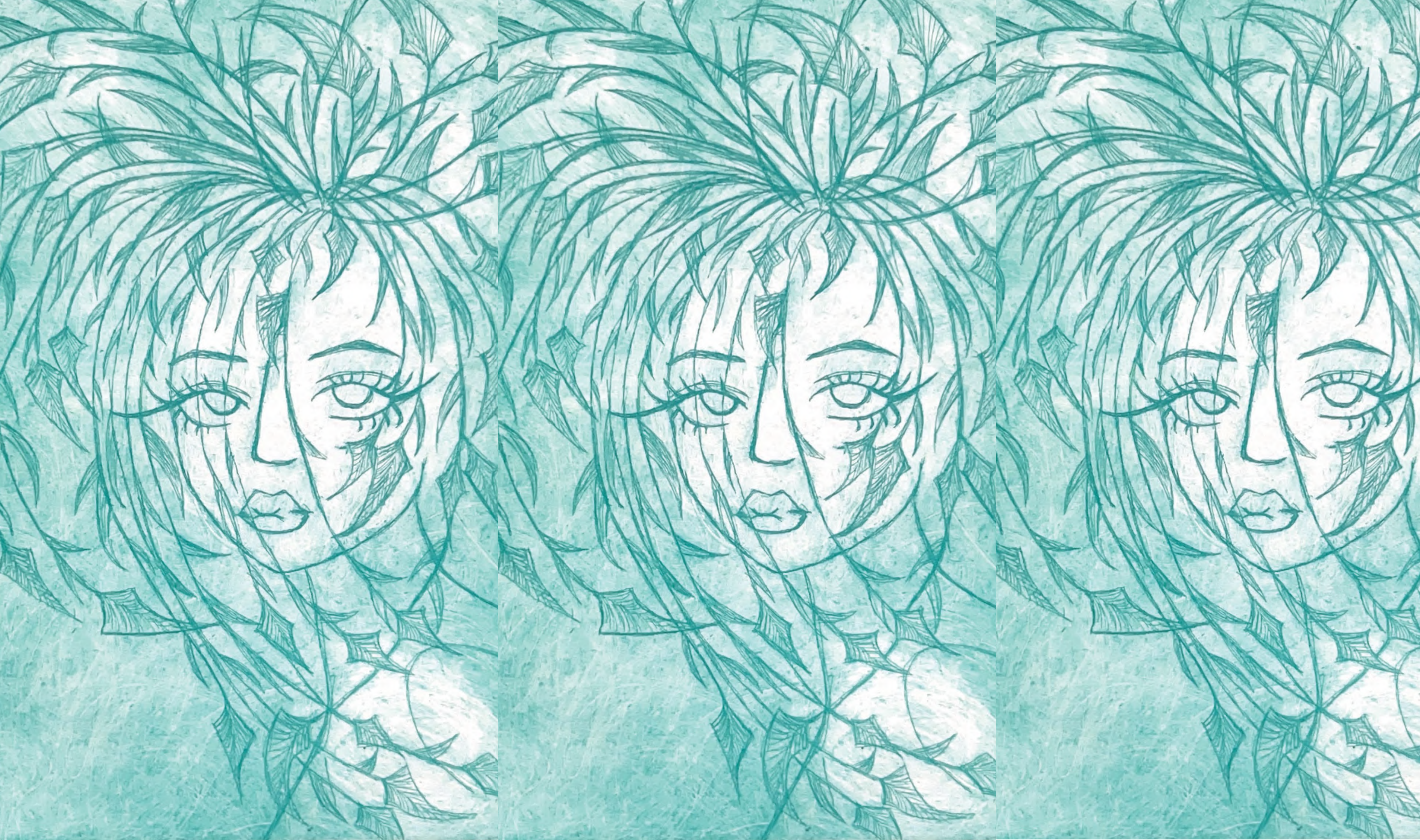
The interactive reading room features ephemera guests can take out and touch, branching off to several revived nightlife spaces, showcasing relevant ephemera.

Revival NYC collects and presents a wide range of materials: audio recordings, video footage, design artifacts, wearables, and printed material that traces the city's transient nightlife scenes across decades.





After a tour of the past, the exit and flyer room allows visitors to pin up flyers and ephemera of their own, bringing the archive into the present and future of the nightlife of NYC.



ADDITIONAL WORK

MARDI GRAS PAPER FASHION



DANISH TEXTILE DESIGN





FINE ART