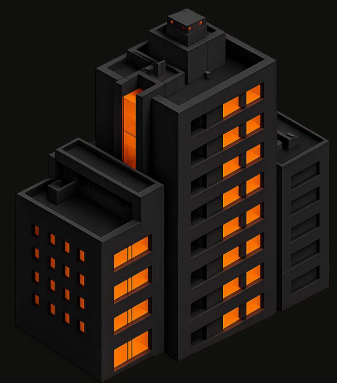


CHRISTOS SOTIRIS

Multidisciplinary Designer / Creative Technologist

I work across visual communication, UX/UI, web products and AI-assisted creative workflows. My practice connects visual direction with interaction, prototyping and implementation.



VISUAL SYSTEMS

AI / SPATIAL STUDIES

FORM + LIGHT

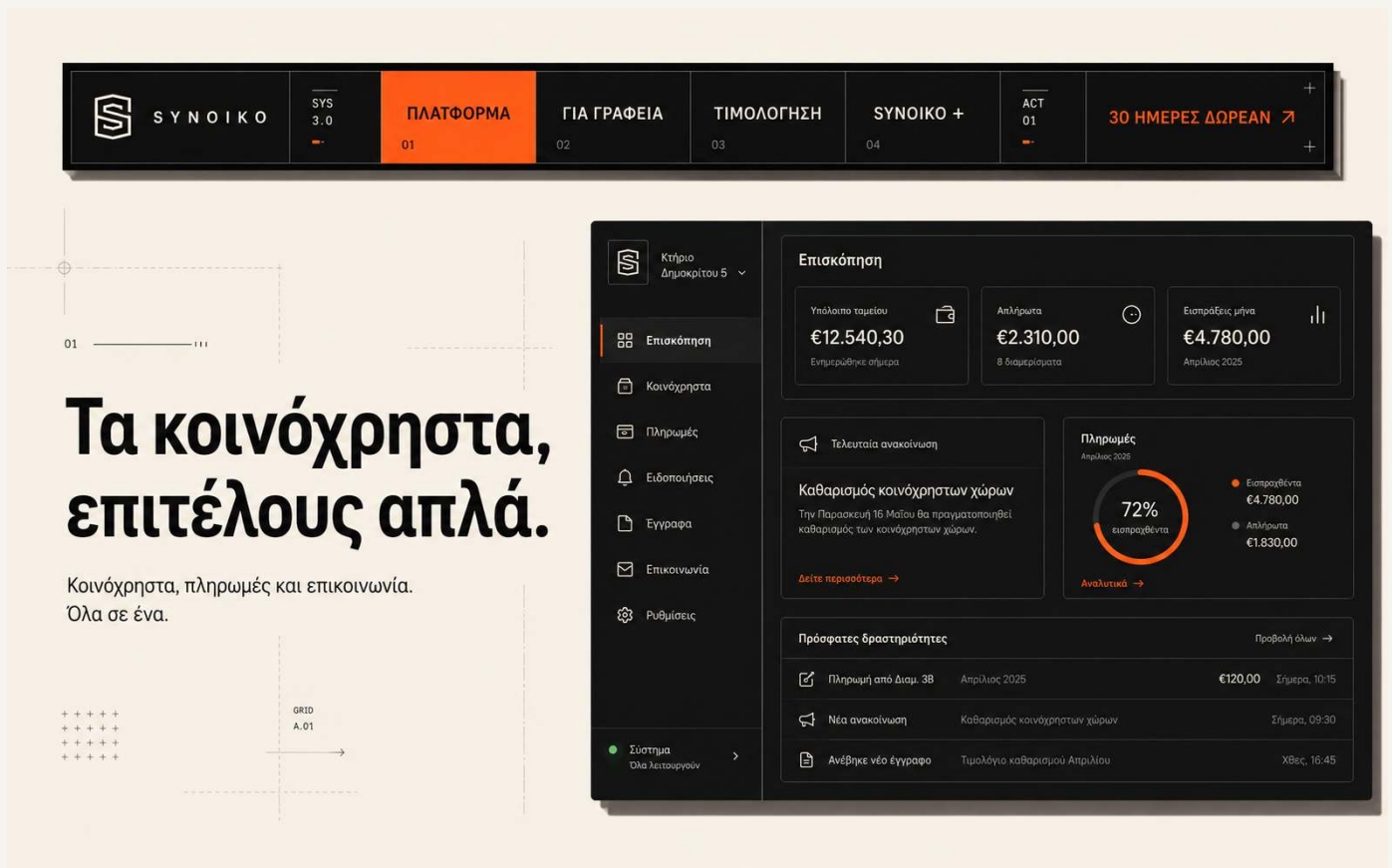
10+

Years of experience across design and digital products. This selection focuses on the visual-system thinking and interaction design that inform PROMPTLESS.

SYNOIKO

A multi-tenant building-management SaaS for offices, managers, owners and residents. Selected for its product strategy, role-based UX/UI and consistent interface language.

DESKTOP / PRODUCT INTERFACE



WHAT THIS DEMONSTRATES

Complex workflows translated into clear navigation, visual hierarchy and interface states. Responsive behavior and role-based access are considered as parts of one product system.

PRODUCT STRATEGY / ROLE-BASED FLOWS

synoiko.gr

RESPONSIVE VIEW



One identity. Across every surface.

Synoiko's identity explored through print, signage and spatial mockups. Typography, material, light and environment carry the same visual language.



IDENTITY / PRINT MOCKUP

The work brings together identity design, art direction and visual prototyping. The environmental images are mockups that explore how the identity could exist in physical space.

ART DIRECTION / VISUAL PROTOTYPING



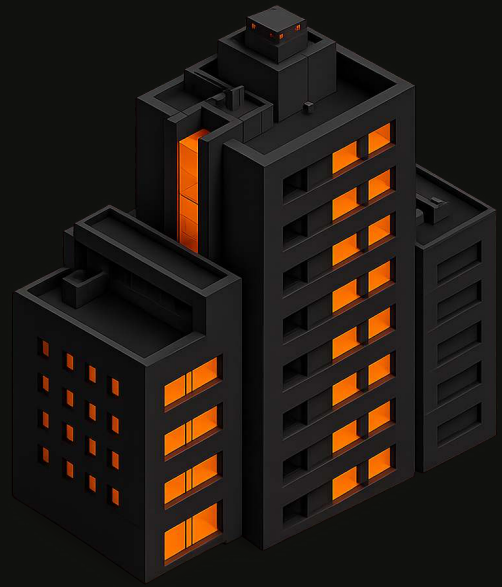
AI-assisted visual exploration.

Selected experiments in composition, spatial logic, form and light. AI-assisted workflows are guided by visual direction and iterative evaluation.



SPATIAL STUDY

Composition, scale and atmosphere.



FORM + LIGHT SYSTEM

Controlled geometry, contrast and color create a coherent visual structure. These studies inform PROMPTLESS through visual rules that can be exposed as interactive parameters.

The bridge to PROMPTLESS.

PROMPTLESS brings together methods already present in my practice. The new area of development is physical computing: connecting tactile input to a responsive visual system.

01

INTERACTION DESIGN

Actions mapped to clear states, feedback and user flows.

02

VISUAL SYSTEMS

Composition, hierarchy, motion and variation organized through consistent rules.

03

AI-ASSISTED WORKFLOWS

Human art direction guides the generation and evaluation of visual material.

04

PRODUCT PROTOTYPING

Functional logic, iteration, testing and refinement of digital experiences.

05

WEB TECHNOLOGY

Browser-based interfaces and implementation of interactive digital products.

06

SPATIAL THINKING

Exploring how a visual language relates to form, material and physical space.

NEXT DEVELOPMENT STEP

Learn electronics, controller integration and open-hardware prototyping through the proposed collaboration.

From visual systems to physical interaction.

My work combines visual communication, interaction design and digital implementation. PROMPTLESS extends that practice into a physical interface for human-AI visual co-creation.

PROMPTLESS

PROPOSED NEXT PROJECT / PRE-MVP STAGE

The interaction concept and initial technical plan are defined. The physical prototype has yet to be built. I want to develop that first functional version through a focused collaboration, combining my existing design and web skills with hands-on learning in physical computing.

CHRISTOS SOTIRIS / NILLY GRAPHICS

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