

# Digital Portfolio

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This portfolio presents selected academic and undergraduate work that reflects my interest in interactive systems, user-centered design, and game design. The included projects demonstrate my background in digital application design and development, and my transition towards designing meaningful interactive experiences.

## *Portfolio Overview*

This portfolio includes a bachelor's thesis project focused on the design and development of an interactive digital application from scratch, a group project within the framework of a course involving collaborative design of an e-commerce platform.

# Digital Wardrobe

## Bachelor's Thesis Project Overview

**Digital Wardrobe** is a web-based application developed as my bachelor's thesis, aiming to support users in organizing their clothes digitally and making everyday outfit-related decisions. The application allows users to manage clothing items, create outfits, define occasions, and generate travel lists through an interactive and visually structured interface.

The project was designed and implemented entirely from scratch and focuses on user interaction, visual organization, and decision-making. Particular emphasis was placed on developing an intuitive user experience that promotes exploration and minimizes cognitive load while handling personal data. The application is designed with extensibility in mind, and future improvements may include additional functionalities, enhanced personalization, inclusion of artificial intelligence, and further interaction features.

The application was developed to run on a local server and is therefore presented through documentation and screenshots.



**Image 1:** The view of a logged-in user from the home page of "Digital Wardrobe".

## Clothes (15)

[Search Filters](#)

[+ Upload](#)

### Neon Green Cap



### Nike KD 10 Shoes



### Gray Hoodie



[Edit](#)

[Delete](#)

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*Image 2: How uploaded clothes appear on the profile. Clicking on the image of the cloth displays more details.*

## Outfits (5)

[Search Filters](#)

[+ Create Outfit](#)

### Neon Man

**Activity\ies:** Walking, University, Running

**Clothes:**

Neon Green Cap

Gray T-Shirt

Neon Green Shorts

Nike Jordan 1 Khakhi

[Edit](#)

[Delete](#)

### Cold Winter

**Activity\ies:** Walking, University, Coffee

**Clothes:**

Red Beanie with tag



White Bomber Jacket

### Gray All Over

**Activity\ies:** University, Coffee, Party

**Clothes:**

Gray Hoodie

Gray Jean Pants

Reflective Shoes

[Edit](#)

[Delete](#)

*Image 3: How created outfits are displayed. In the middle outfit, after clicking on the title "Red Beannie with tag" the image of the specific included cloth appears.*

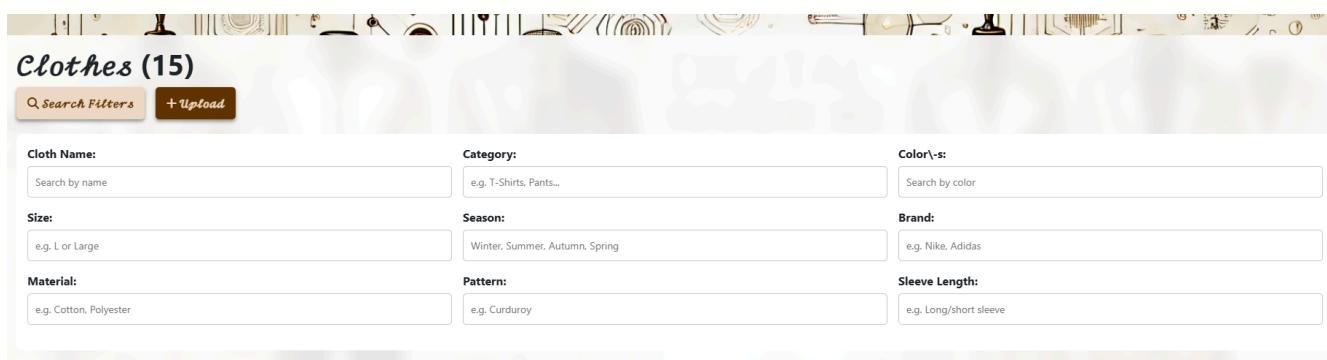
## Design & Interaction

The interaction design of *Digital Wardrobe* is centered around supporting everyday decision-making through clarity, structure, and visual organization. The system is designed to reduce cognitive load by presenting information in a consistent and easily scannable format, allowing users to focus on exploration rather than management.

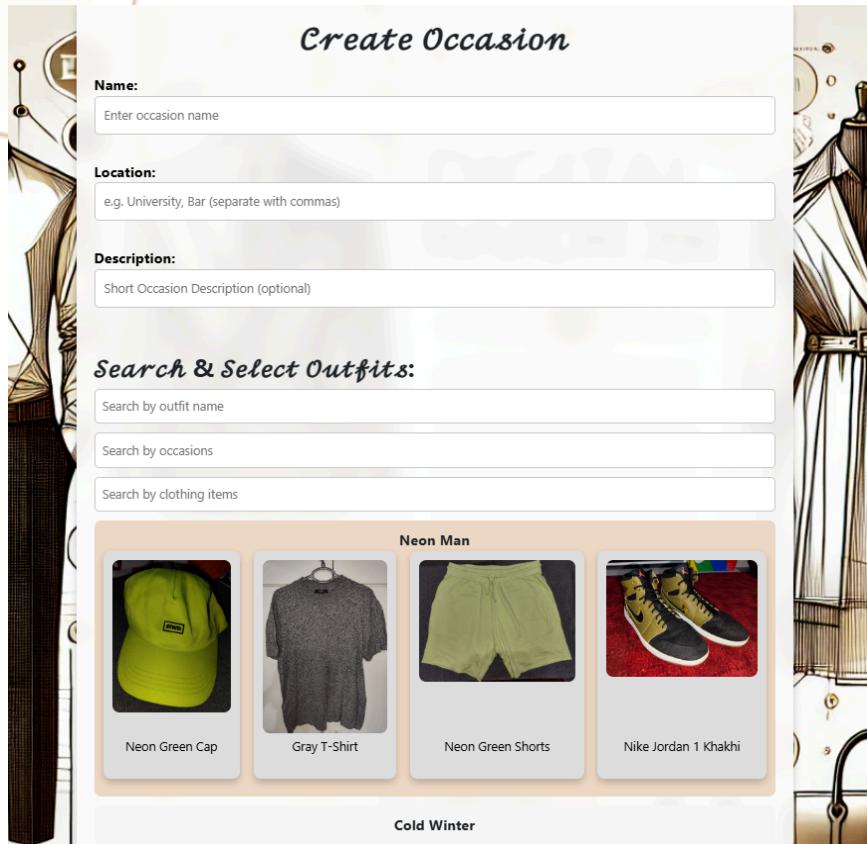
Clothing items are displayed using a card-based layout, which enables visual comparison and quick recognition. This approach supports browsing behavior and encourages users to interact with their wardrobe in a non-linear way, similar to navigating a collection rather than a static list. Filtering and categorization mechanisms further enhance this interaction, allowing users to narrow down available items based on attributes such as category, color, or season. These filters provide a balance between freedom and control, enabling both intentional searches and spontaneous discovery.

Beyond individual items, the application introduces system-based interactions through features such as outfit creation, occasions, and travel lists. These features allow users to combine discrete elements into meaningful sets, emphasizing composition and planning. By structuring interactions through grouping and recombination, the system converts ordinary decisions into an engaging experience that encourages experimentation.

Overall, the design of *Digital Wardrobe* prioritizes intuitive interaction and user agency, encouraging users to actively shape and reorganize their digital wardrobe. The project reflects a design approach that values interaction as a dynamic process, where structure supports creativity and exploration rather than restricting it.



**Image 4:** Dropdown menu for clothing search filters by clicking on the "Search Filters" button.



**Image 5:** Occasion creation form with fill-in fields, outfit search filters, and a marked selected outfit.

Travel List	Destination	Departure Date	Return Date	Clothes
Corfu Time	Corfu (Greece)	13/9/2024	30/9/2024	Neon Green Cap Nike KD 10 Shoes Gray Hoodie Spaceman Hoodie
Joining the Army	Kalamata	14/11/2024	14/8/2025	Nike Jordan 1 Khakhi Neon Green Cap
Before the Army	Athens	9/11/2024	14/11/2024	White & Black Pants Gray T-Shirt Gray Hoodie Nike KD 10 Shoes

**Image 6:** How travel lists are displayed. In the middle one, clicking on the clothing item named "Nike Jordan 1 Khakhi" displays its image.

## *Reflection*

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Working on *Digital Wardrobe* as my bachelor's thesis marked my first experience in designing and developing a complete interactive system from concept to implementation. The project challenged me to think beyond functionality and consider how structural and interaction decisions directly influence user experience.

Technologies such as MongoDB, Node.js, Express.js, and React.js were used for the entire development process. While these tools formed the technical backbone of the application, the project highlighted the importance of aligning technical choices with interaction design goals. The design of the system architecture required careful planning to ensure flexibility, scalability, and potential future enhancements, reinforcing the relationship between the backend framework and user-facing interactions.

Developing the application from scratch allowed me to better understand how small design decisions, such as layout consistency, filtering logic, and content grouping, can significantly impact usability. The iterative nature of the process encouraged continuous reflection, experimentation, and enhancement, strengthening my ability to evaluate design decisions with a critical eye.

Overall, *Digital Wardrobe* played a key role in shaping my perspective on interactive systems, helping me transition from a purely technical perspective to a more comprehensive, design-focused approach. This experience motivated my growing interest in game and interaction design, where systems, rules, and user engagement intersect to create meaningful experiences.

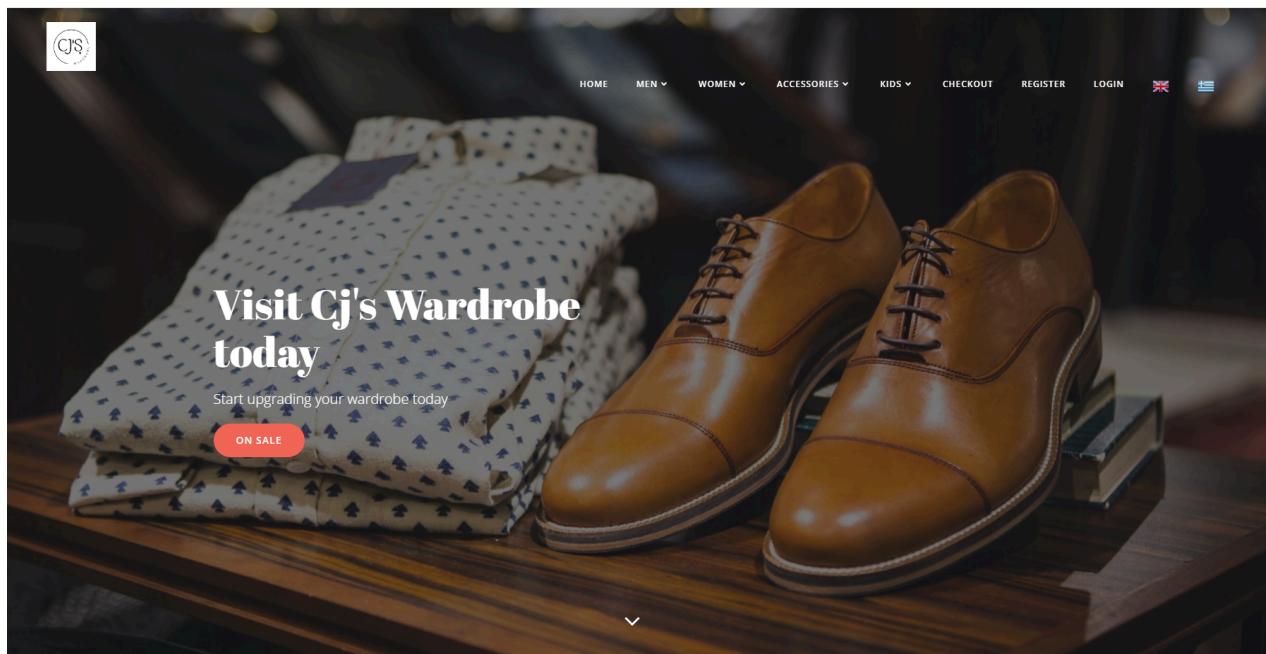
# CJ's Wardrobe

## *Group Project Overview*

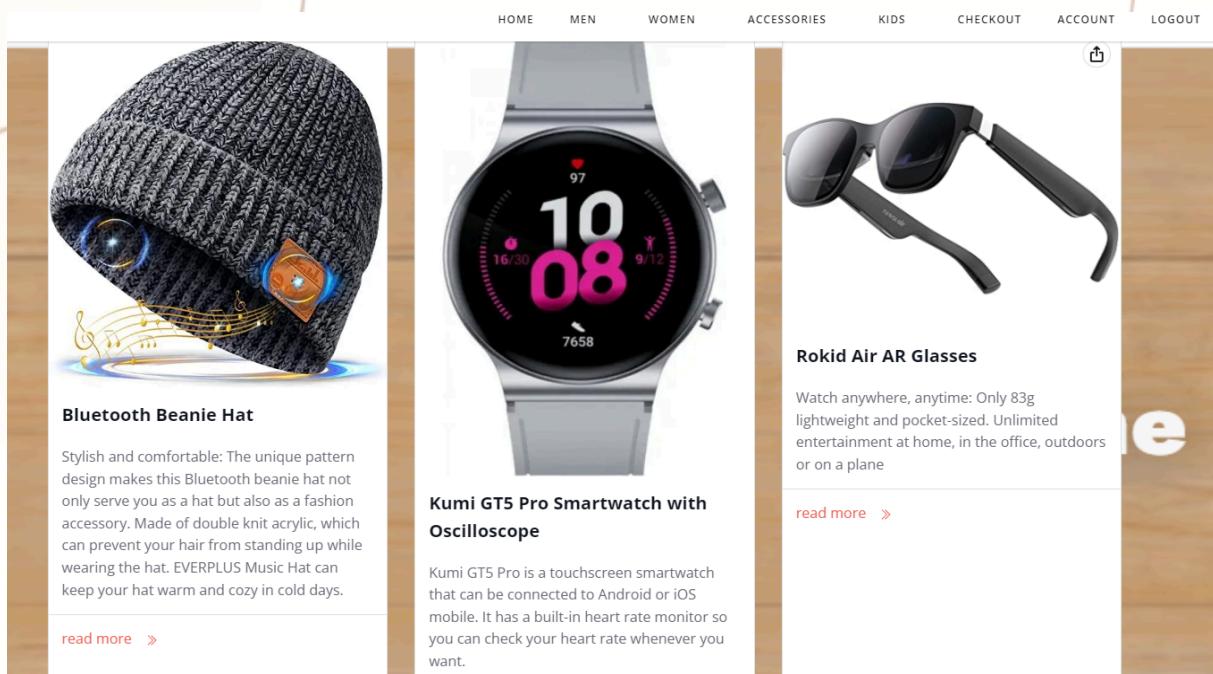
**CJ's Wardrobe** is a group project developed within the framework of an undergraduate course, focusing on the design of an e-commerce website for selling clothes. The project aimed to explore basic principles of usability, navigation, and user experience in an online shopping context.

The website was created using WordPress and pre-designed templates, allowing the team to mainly focus on layout decisions, content organization, and user flow rather than technical implementation. Particular attention was given to how users browse products, access information, and move through the purchasing-related sections of the site.

Working in a collaborative setting highlighted the importance of shared decision-making, iteration, and aligning design choices with user expectations. Although the project does not involve custom development or advanced interaction systems, it provided valuable experience in evaluating and adapting existing design structures to meet usability goals.



*Image 7: The view of a user from the home page of "CJ's Wardrobe".*



**Image 8:** Promotional products on the home page, from a partner store that belongs to the clothing industry.

The screenshot shows the "Category: T-SHIRTS | SHIRTS" page. On the left, there's a sidebar titled "Achievement Widget" with two sections: "Achieve Newbie" (200 crew) and "Achieve Stylist" (400 crew). The main content area shows four t-shirt products: "CJ's Summer T-Shirt", "GTR34 T-Shirt", "Gym Muscle Fitness T-Shirt", and "Men Summer Oversized T-Shirt". Each product card includes a star rating, price range, and a "Select options" button. The top navigation bar includes links for HOME, MEN, WOMEN, ACCESSORIES, KIDS, CHECKOUT, REGISTER, LOGIN, and language selection.

**Image 9:** Subcategory T-SHIRTS | SHIRTS in the MEN category. You can see the gamification with the corresponding badges that you can earn by collecting points.

## *Reflection*

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Working on *CJ's Wardrobe* as part of a group project provided valuable insight into collaborative design within predefined technical and structural constraints. Unlike projects developed from scratch, this experience emphasized the importance of adapting design decisions to existing systems and templates while still prioritizing usability and user experience.

Using WordPress and pre-designed templates shifted the focus of the project toward layout, navigation, and content organization. This constraint encouraged critical evaluation of user flow and interaction patterns, highlighting how even small design adjustments can influence user engagement in digital environments. Working within these limitations strengthened my ability to identify usability issues and propose design improvements without depending on extensive technical customization.

A key aspect of the project involved exploring basic gamification concepts, such as point systems and achievement badges, as a means of encouraging repeated user interaction and engagement. The process of discussing and implementing them provided valuable insight into how game-inspired mechanics can be applied in non-game contexts to influence motivation and behavior. This exploration reinforced my interest in game design principles and their applicability beyond traditional gaming environments.

Collaboration played a central role, requiring clear communication, shared decision-making, and iterative refinement of ideas. Working within a team highlighted the importance of aligning individual contributions towards a cohesive design vision and responding constructively to feedback.

Overall, *CJ's Wardrobe* contributed to my understanding of user-centered design, interaction within constraints, and the role of game-inspired thinking in digital systems. The experience complemented my technical background and further motivated my desire to pursue formal studies in game design, where creative exploration, system thinking, and user engagement intersect.

# Final Reflection & Direction

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The projects presented in this portfolio reflect a consistent interest in designing interactive systems that support user engagement, decision-making, and meaningful interaction. Although developed in different contexts, both projects emphasize the role of structure, interaction, and user perspective in shaping digital experiences.

Through *Digital Wardrobe*, I gained hands-on experience in designing and implementing an interactive system from scratch, allowing me to explore how architectural decisions and interaction design work together to influence usability and engagement. The project strengthened my understanding of systems thinking, iteration, and user-centered design as essential components of interactive experiences.

On the other hand, *CJ's Wardrobe* offered insight into collaborative design under technical and structural constraints. Working with pre-designed templates shifted the focus towards usability, navigation, and user motivation, reinforcing the importance of adaptability and critical evaluation of existing systems. Exploring gamification concepts within this context further highlighted how game-inspired mechanics can be applied beyond traditional games.

Together, these experiences shaped my perspective on interaction design and motivated my transition toward game design as a field that combines systems, rules, creativity, and user engagement. In parallel, I have been independently practicing with Unity and Unreal Engine, focusing on understanding scenes, interaction, and basic gameplay logic through experimentation.

I see game design as the natural continuation of my academic and creative development, where technical knowledge and design thinking converge to create engaging interactive experiences. This portfolio represents not a final outcome, but an ongoing process of learning, reflection, and exploration, which I am eager to further develop.