

Simon Griffiee

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Portfolio: hypertextthero.com/work

Objectives

Learn and absorb information to help solve problems, keep brain [whirring](#) and pass on knowledge to [future generations](#). Improve [communication](#) and cooperation between people around the [world](#). Reduce time people spend using computers while making the remaining more [enjoyable](#).

Education

[Learned](#) to work with computers with [computer games](#). Learned to write by reading good writing and [writing](#). Learned graphic design from books, interfaces, posters and films by designers like [Milton Glaser](#), [Susan Kare](#), [Robert Bringhurst](#) and [Saul Bass](#). Learned HTML and CSS by viewing the source of websites, searching with [Google](#) and reading [Designing With Web Standards](#). Learned user experience, usability and accessibility principles by making websites together with other people and from [The Cluetrain Manifesto](#), [Don't Make Me Think \(Needlessly!\)](#) and [The Elements of User Experience](#). Learned photography by [taking](#) and [looking](#) at photographs. Learned to [cook and eat](#) in Italy. Learning Python, enjoyed meeting [Alex Martelli in Florence in 2013](#). Lived in Brazil, England, Italy, Tunisia and the United States. Traveled extensively around the world.

Stanford University, 2006 · [Concept Design Workshop](#) at Stanford University's [d.school](#)
Bournemouth University, 1996–1999 · B.A. with Honours in Creative Advertising
Arts University Bournemouth, 1997–1998 · City & Guilds Diploma with Distinction in Photography

Skills

Personal: Communicate clearly, learn quickly. Enjoy finding the right questions by [listening](#) to people and through [project briefs](#). Enjoy crafting solutions working with the elements of user experience: strategy, scope, structure, skeleton and surface.

Languages & Software: Speak and write in [English](#) and [Portuguese](#) fluently, [Italian](#) well and [French](#) and [Spanish](#) in a potentially amusing way. HTML, CSS and JavaScript client-side code that usually ends up in production. Experienced with [Python](#) and Django that is used to edit [hypertextthero.com](#) on a local development server and published with rsync and version controlled with Git and [GitHub](#). Know some Ruby and PHP. Like fast, simple interfaces and good writing over excessive style. Experienced with Adobe Creative Suite (Illustrator, Photoshop, Indesign, Lightroom) and Sketch. Upset that Freehand no longer exists.

Visual Design: Typography and layout to make things beautiful and useful. Pen, pencil, paper, white and black boards. [Candid photography](#), usually on the street using rangefinder and small cameras.

Experience

Independent Designer

Milton Glaser, Inc., New York City, 2015–Present:

Working on a variety of large and small design projects.

Independent Designer

Columbia University, Italian Academy for Advanced Studies in America,

New York City, 2015–Present:

Visual design work to promote the Academy's various projects from the humanities to neuroscience.

UX Designer & Developer (Information Systems Officer)

Food and Agriculture Organization, United Nations, Rome, Italy & Worldwide, 2009–2015:

Helped increase funding and the number of contracting parties to the International Plant Protection Convention and raise public awareness of its [work](#) while making people using computers there happier. Advocated for and helped implement [better IT workflow](#). Hands-on design and coding work from wireframes to production of websites and print media in both assigned and self-started projects. Helped people of all ages from around the world with web information publishing. Organized photography groups and wine tasting.

Independent Designer · Hypertexthero, Worldwide, 2005–2009:

Completed a variety of successful user experience, interactive, web and editorial design projects for clients around the world, from large companies in London and internet startups in the Bay Area to non-profits and United Nations agencies in Rome.

Web & Graphic Designer · Acotel Group S.p.A, Rome, Italy, 2003–2004:

Completed successful identity design projects, marketing and advertising campaigns. Created the first web standards based website design project in Italy.

Designer · European Artisans, Various, Rome, Italy, 1999–2003:

Solved user experience problems visually, with writing and with code in an internet startup, a law office and an international school.

Designer · ICP, Evans Hunt Scott, Da Costa & Co, GGS Photography, UK, 1998:

Worked on advertising campaigns for Carlsberg beer, Prudential insurance, a Tom Clancy book, a local television news show, a furniture company and a home fashion label during university work experience stints in three advertising agencies in London and a photography agency in Norwich.