

# Simon Griffiee

Location: ♥ New York City  
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Portfolio: [hypertextthero.com/work](http://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

### **Freelance Graphic Designer**

*Columbia University, Italian Academy for Advanced Studies in America, New York City*  
Visual design work to promote the Academy's various projects from the humanities to neuroscience.

### **Information Systems Officer (Designer & Developer)**

*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.

### **Freelance Web & Graphic Designer · Hypertexthero, Worldwide, 2005–2009:**

Completed a variety of successful user experience, interactive, web and print 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.