

Simon Griffée

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Portfolio: hypertexthero.com/work

Summary

Over a decade of **communication**, **experience** & **interaction design work**.
Enjoy learning and absorbing information from different fields to help solve problems, keep brain **whirring** and, with any luck, pass on knowledge to **future generations**.

Traveled extensively around the **world**, living in Brazil, Tunisia, Italy, England and the United States. Speak and write in **English** and **Portuguese** fluently, **Italian** well, **French** and **Spanish** okay. Using these together with **visual** and **programming languages** have managed to:

- **Reduce time** people spend using computers while making the remaining more enjoyable.
- **Make communication** and cooperation between international organizations better.
- **Help people** with hands-on design, coding, editing and brainstorming.

Based in and usually ❤ New York City.

Experience

Information Systems Officer (Designer & Developer)

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

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**. Hands-on design and coding work from wireframes to production of websites and print media in both assigned and self-started projects. Organized photography groups and wine tasting.

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

Completed a variety of web and print 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:*

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

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

Designer in an internet startup and for various clients.

Education

Learned to work with computers using [computer games](#). 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 Zeldman's Designing With Web Standards. Learned user experience, usability and accessibility principles from [The Cluetrain Manifesto](#), [Don't Make Me Think \(Needlessly!\)](#) and [Jacob Nielsen's Alertbox column](#). 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](#).

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

Interests

[Communication](#), [technology](#), [photography](#), travel, [independent web](#), open source & open internet, [philosophy](#), art history, [typography](#), nature, [astronomy](#), music (play blues & rock guitar), vintage aeroplanes, [basketball](#).
Currently working on an [image curation](#) web application.

Skills & Tools

Communication, user experience, interaction and web design: Finding right questions by [listening](#) to people and through [project briefs](#). Fast, simple interfaces and [good writing](#) over excessive style. Wireframing in HTML & CSS client-side code that usually ends up in production. Web browsers (Chrome and Firefox) and their developer tools, Textmate and a Terminal prompt. Have experience with [Python](#) and Django that is also used to edit [hypertexthero.com](#) on a local development server that is then published with rsync and version controlled with Git and [GitHub](#). Also know a bit of Ruby and Jekyll, some Apache and Nginx configuration, a tiny bit of MySQL, PostgreSQL and SQLite, and a little Unix system administration.

Visual design: Typography and layout to make things beautiful and useful. Pens and paper, white and black boards, Sketch, Photoshop, Illustrator, InDesign and Lightroom.

Photography: [Candid photography](#), usually on the street using rangefinder and small cameras. Want a [better camera for photography students](#) and [better editing software](#).