Simon Griffee

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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 by first making people nearby happier. 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.

Languages & Software: Speak and write in English and Portuguese fluently, Italian well and French and Spanish in a somewhat 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 hypertexthero.com on a local development server that is then published with rsync and version controlled with Git and GitHub. Ruby, PHP, Jekyll, Drupal and Wordpress. Fast, simple interfaces and good writing over excessive style.

Visual Design: Typography and layout to make things beautiful and useful. Pens and paper, white and black boards, Sketch, Photoshop, Illustrator, InDesign and Lightroom. Candid photography, usually on the street using rangefinder and small cameras. Want a better camera for students and better editing software.

Experience

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.

Junior 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.