

## **Mostyn Lloyd Griffith**

mostyngriffith.com  
mostyn.griffith@gmail.com  
+1 650 391 4089

Visually driven user experience designer currently based in New York City. He is looking to apply his background in visual design systems to products and experiences that promote collaboration and access to knowledge.

## **Rhode Island School of Design**

BFA Graphic Design, 2014-2018  
Minor in Computation, Tech, & Culture  
RISD Honors Student 2016-2018  
Malcolm Grear Scholarship, 2017  
Grade Point Average – 3.845

## **Brown University**

Enrollment in Computer Science, 2018  
CS132: Creating Modern Web Apps

## **Knowledge**

User Interface, User Experience, User Research, Creative Strategy, Identity Design, Art Direction, Editorial Design, Digital Animation, Design Systems

## **Adobe Creative Cloud**

Photoshop, Illustrator, InDesign, Lightroom, After Effects, Premiere

## **Prototyping**

Sketch, Principle, Xcode, InVision, Figma, Framer, Atomic, XD, Cinema 4D

## **Programming**

HTML, CSS, Javascript, jQuery, Git, Node

## **HUSH, User Experience Designer, Present**

Working collaboratively across teams of engineers, creative technologists, and architects to provide experiential design strategy, prototyping, and execution. Concepted an interactive installation that was approved for a \$1M budget by Uber for their Mission Bay Headquarters.

## **Merl Studio, Design Partner, 2017–Present**

Initiated a collaborative studio practice with colleagues in RISD Graphic Design. Currently managing 4 designers, leading client strategy, creative direction, UI/UX, and visual design.

## **Flare, Product Designer, 2017-2018**

Co-created with the founding engineer an application used by 20+ student groups, fraternities, and sororities for events at schools like the University of Miami and Brown University.

## **RISD – Graphic Design for the Web, Teaching Assistant, 2018**

Gave lectures on best practices for front-end web design. Taught students web development skills in HTML, CSS, and Javascript.

## **RISD – Design Studio 1, Teaching Assistant, 2017**

Led studio critiques, held one-on-ones with sophomore Graphic Design students on their projects, and taught students how to use Adobe Illustrator, Photoshop, and After Effects.

## **Metrix Health, User Interface Designer, 2016**

Developed informational animatics to showcase IoT products and secure \$60K of seed funding. Created UI mockups for a data analytics dashboard demo.

## **Salt Branding, Design Intern, 2016**

Designed the primary mark and identity that sealed the \$13B merger between IHS and Markit to become IHS Markit. Executed various brand identity systems for clients such as CenturyLink, Zenni, Moogsoft, and Pearson.

## **Global Conservation, Graphic Designer, 2015**

Designed invitations and programs that generated over \$250K in fundraising for their Leuser Ecosystem project in Indonesia.

## **Tompert Design, Design Intern, 2015**

Rendered high resolution imagery in Cinema 4D for advertisements. Designed and formatted editorial layouts in InDesign for various clients' printed collateral.

## **Global Heritage Fund, Design Intern, 2013**

Devised an infographics system featured on their website to communicate their El Mirador preservation project in Guatemala.