

Mostyn Lloyd Griffith

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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, 2014

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.