Mostyn Griffith

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(650) 391-4089

I am interested in social equity, inclusive business, and the potential for design to bridge the divide between enterprise and meaningful cultural production.

Education

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

Teaching

GD for the Web, Teaching Assistant, 2018
Assisted in the structuring of the course. Taught students front-end web development skills in HTML, CSS, and Javascript.

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 and After Effects.

Volunteer

Global Conservation, Graphic Designer, 2015
Created invitations, programs, and brochures for the Saving Our Global Parks fundraiser.

Global Heritage Fund, Graphic Designer, 2013
Devised an informational system for their El Mirador project in Guatemala.

Exhibitions

Post-Play, 2018
The work I created during a workshop led by Prem Krishnamurthy was exhibited at the New Museum in New York, NY. The show's topic was about the future of play in a post-work society.

AGRAFA '17 Attitudes, 2017
Bad Precedent, a book on the internment of Japanese peoples in the US during WWII, was shown at the International Design Conference's exhibition held in Katowice, Poland.

Skills

Identity Design • Printed Matter
User Interface • User Experience
Digital Animation • User Research

Tools

Photoshop • Illustrator • InDesign • After Effects • Premiere • Cinema 4D • Muse • XD HTML • CSS • Javascript • JQuery • Sketch Xcode • InVision • Figma • Github • Keynote

Experience

HUSH, Experiential Designer, Present
Currently providing experiential design strategy and execution for Facebook, Uber, LinkedIn, and WeWork. Recently had a $1MM activation concept approved for production by Uber in their new Mission Bay Headquarters.

Merl Studio, Partner, 2017–Present
Initiated a studio practice with colleagues in RISD Graphic Design. Serviced clients from Brown University's PRIME program to the Chicago based political activism organization, The People's Lobby.

Flare, Visual + UI/UX Designer, 2017-2018
Rebranded the visual identity of the core social event application. Co-created with the founding engineer a new user interface and experience.

Evan Roth, Editorial Designer, 2017
Designed an artist book for Roth's first European solo show, *Landscape With A Ruin*, at the Mona Bismarck, in Paris, France.

Salt Branding, Design Intern, 2016
Executed large scale identity projects. Created identity kits for, CenturyLink, Moogsoft, and Pearson Vue. Designed the primary mark and identity for IHS Markit.

Metrix Health, Motion Designer, 2016
Developed informational animations in After Effects to demonstrate IoT products. Created mockups for a data analytics dashboard.

Leadership

RISD Graphic Design Senior Show, 2018
Directed a group of senior students in the coordination of the exhibition. Generated branded assets and layout for the show.

RISD Autonomous Vehicle Futures, 2018
Managed a team of undergraduate design students in devising a conversational mobility-as-a-service chatbot for a speculative autonomous public transportation service in Providence, Rhode Island.