Mostyn Griffith

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(650) 391-4089

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

RISD Graphic Design Triennial, 2018
Currently exhibiting my piece, LightBox, an interactive lightbox that interprets gallery viewers' conversations and immediately projects them in the box.

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 clients. Working collaboratively across teams of engineers, creative technologists, and architects to realize interactive installations for clients.

Facebook – Providing user experience strategy and interface design for marketing tools at Facebook's Partner Center.

Uber – Had a $1MM experiential installation concept approved for production by Uber in their new Mission Bay Headquarters.

LinkedIn – Devising an interactive data-visualization for their Talent Insights Tool.

WeWork – Storyboarded and digitally prototyped multiple smart-workspace concepts for WeWork's future modular office spaces.

Merl Studio, Partner, 2017–Present
Initiated a studio practice with colleagues in RISD Graphic Design. Responsibilities include creative direction, client strategy, UI/UX, visual design, business development, project management, and production.

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.

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.

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.