

Mostyn Griffith

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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 RISD Honors Student 2016-2018 Malcolm Gear Scholarship, 2017 Grade Point Average – 3.845	Experience	HUSH, Experiential Design Intern, Present Currently working on experiential installations for LinkedIn, Uber, Instagram, and WeWork.
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.		Merl Studio, Partner, 2017–Present Initiated a studio practice in Providence, RI 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. 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.
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.		Metrix Health, Motion Designer, 2016 Developed informational animations in After Effects to demonstrate IoT products. Created mockups for a data analytics dashboard. Freelance Designer, 2013–Present Flare – Rebranded the visual identity of the core social event application. Co-created with the founding engineer the user interface and experience. Evan Roth – Designed and fabricated an artist book for Roth's first European solo show, <i>Landscape With A Ruin</i> , at the Mona
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.	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.
Skills	Identity Design • Printed Matter User Interface • User Experience Digital Animation • Research		
Tools	Photoshop • Illustrator • InDesign • After Effects • Premiere • Cinema 4D • Muse • XD HTML • CSS • Javascript • JQuery • Sketch Xcode • InVision • Figma • Github		