

Mostyn Lloyd Griffith

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Visually driven user experience designer and digital strategist currently based in New York City, looking to apply his skills in visual design systems to products and experiences that promote collaboration and access to proficiency, awareness and knowledge.

Rhode Island School of Design

BFA Graphic Design, 2014-2018
Minor in Computation, Tech, & Culture
RISD Honors Student 2016-2018
Malcolm Gear 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 Department. Currently managing 4 designers, leading client strategy, creative direction, UI/UX, product, and visual design production and consulting.

Flare, Product Designer, 2017-2018

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

RISD – Design for the Web, Teaching Assistant, 2018

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

RISD – Design Studio 1, Teaching Assistant, 2017

Led studio critiques, held project based one-on-ones with sophomore Graphic Design students, and taught students how to effectively use tools like Adobe Illustrator, Photoshop, and After Effects to execute their concepts.

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 used to publicly unveil the \$13B merger between two MNCs that became 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 helped to generate over \$250K in fundraising for the Leuser Ecosystem preservation project in Indonesia, the world's largest intact forest.

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 the value of El Mirador, a Pre-Classic Mayan preservation project in Guatemala.