

Ben Olivier

www.benolivier.xyz ↗

Product Designer with 7 years experience shipping consumer apps at scale.

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ABOUT

I design clear and considered products with an obsessive focus on quality and simplicity. I believe great UX design makes technology feel invisible, leaving you with just the magic. I get as close as possible to the user, distilling their problem to its fundamentals, before reasoning up to design thoughtful solutions to their needs.

I care deeply about the interface: how it looks, feels, and behaves. I treat both canvas and code as a unified, malleable material, designing artefacts in the medium they will be experienced, and collaborating effortlessly with engineering. I believe the small things matter and in sweating the details most people don't notice but always feel.

EXPERIENCE

Independent Practice

Product Designer
2024 - 2026

Contracted for an AI design agency and partnered with several startups, designing apps for mobile, desktop and web.

Meta Reality Labs

Product Design Prototyper
2023 - 2024

Designed and prototyped key interactions for Horizon Workrooms, Meta's VR meetings product. Overhauled the product's design system, working closely with engineering to implement across the platform.

Customuse

Lead Product Designer
2022 - 2023

Led design of Customuse's web and mobile Roblox asset creation app from initial concept through to implementation. Shipped popular AI generation features and scaled to **10M+ downloads**.

LITHO

Lead Product Designer
2019 - 2022

Prototyped and tested interactions for a wearable ring controller for mobile AR. Shipped a spatial film-making app, showcasing the interaction model.

EDUCATION

Central Saint Martins

2015 - 2018

BA (Hons) Product Design

City & Guilds of London

2014 - 2015

Foundation Diploma in Art and Design

SKILLS

Design

Figma, Photoshop, Lightroom, Blender, Final Cut Pro

Code

HTML, CSS, JavaScript, C#, Swift, WebGL, GLSL, Claude Code, Git