Ben Olivier

www.benolivier.xyz
dbeolivier@gmail.com
+44 7590 259 210

I am a Product Designer with a passion for crafting revolutionary digital experiences. My work is primarily focused on building engaging interactions and interfaces to deliver memorable user experiences.

I'm proficient in many 2D and 3D design tools and can prototype my designs using C#, JavaScript or within Figma. I'm able to quickly learn new tools and technologies as needed.

My technical abilities are built on a core of human-centred design skills which I have developed during my career designing for web, mobile and VR. I'm always an advocate for a high design bar at organisations.

I have 6 years of experience as a product designer at startups and FAANG-level companies, and can operate effectively in cross functional teams, as well as iterating rapidly and autonomously.

When I'm not designing, I'm usually exploring new technologies or playing Squash.

Skills:

Product Thinking – I help make key strategic decisions that shape a product's direction

Prototyping – I can quickly prototype new designs and features, and validate them with user testing

Design tools – Figma, Illustrator, Photoshop, Lightroom, Unity, Blender, Framer, Final Cut Pro

Technical proficiency – C#, JavaScript, HTML, CSS, GLSL, HLSL, GitHub, Three.js, Node.js

Experience:

2023 - Present   **Meta Reality Labs – Product Design Prototyper**

I'm helping build the future of work at Meta. Horizon Workrooms is a VR meetings app for Meta Quest. My role as a PDP is to design, prototype, validate, and refine new interactions and features for the app. From Figma flows through to fully interactive Unity demos, I will take ownership of a feature and drive towards the solution iteratively. I have built solid collaboration skills working towards ever-changing business requirements.

2022 - 2023   **Customuse – Lead Product Designer**

I led design at Customuse, a creation tool for the Metaverse. The Customuse platform allows users to design and export avatars, skins, and items ready to be used in popular gaming platforms and social experiences. I was responsible for conceptualizing, designing and overseeing implementation of the web and mobile editor apps. I was a key voice at the table when making product and strategic decisions.

2019 - 2022   **LITHO – Lead Designer**

I helped develop a small wearable controller for intuitive and precise interactions with AR. We created Diorama, a mobile AR filmmaking app that puts Hollywood-grade VFX in your pocket. I was responsible for all aspects of the product and UX, solving complex problems in order to push the boundaries of AR. I prototyped interactions, UI, and features, working closely with the engineering team. I was involved in all areas of the business, representing the company at events and conferences.

Education:

2015 – 2018	**Central Saint Martins** BA (Hons) Product Design
2014 – 2015	**City & Guilds of London Art School** Foundation Diploma in Art and Design
2008 – 2013	**Oundle School** A-levels: Design Technology, Art, Biology. 9 GCSEs