Ben Olivier

www.benolivier.xyz
hello@benolivier.xyz
+44 7590 259 210

Hi, I'm Ben, a technically-minded designer and digital creator. I'm a Product Design graduate focused on expanding my skills, particularly within UX design and AR development. I'm always hungry to learn new things, especially when tech-related. I'm proficient in a wide range of creative software and pride myself on my ability to pick up new ones quickly. My technical abilities are built on a core of classic human-centred design skills I honed while studying Product Design at Central Saint Martins.

I believe the number one priority should always be to create the absolute best product possible. I look to bridge the gap between the obsessive attention to detail of a perfectionist, and the lean methodology of rapid, iterative development cycles. I'm a good team player and believe in a collaborative design process from start to finish, to incorporate a wide range of viewpoints (and in the process challenge my own thought patterns). I also recognise the importance of user testing every step of the way, to validate design decisions and ultimately ensure that the right product gets built.

I believe my advantage lies in my passion and enthusiasm for an endeavour which I can truly say I enjoy. I simply want to learn and improve while building new and exciting things.

Skills:

Communication – Worked on collaborative design projects at university. Gave presentations to project clients and peers throughout.

Attention to detail – ''The details are not the details. They make the design.'' – Charles Eames.

Organisation – Time management through meeting project deadlines.

Software proficiency – Adobe Suite, Unity, Blender, Rhino 3D, Keyshot, Sketch, Photoscan.

Active learner – Constantly learning things in science, technology, business, history etc. A broader view can feed into the design process.

Work History:

2019 - present   **LITHO**
I am currently working as Lead Designer at Litho, a London-based tech start-up. We have developed a small wearable controller for intuitive and precise interactions with AR. More recently we have developed the Diorama app, an AR filmmaking app that puts Hollywood grade VFX in your pocket. I'm responsible for all aspects of product and UX design, prototyping interfaces and deeply considering the future of input and interactions for AR.

Education:

2015 – 2018   **Central Saint Martins**
King's Cross, London
BA (Hons) Product Design

2014 – 2015   **City & Guilds of London Art School**
Kennington, London
Foundation Diploma in Art and Design

2008 – 2013   **Oundle School**
Oundle, Northamptonshire
A-levels: Design Technology, Art, Biology. 9 GCSEs

Interests:

AR / VR & photogrammetry – I'm hugely excited by the boundless possibilities of spatial computing and passionate about designing this technology for consumers in a way that adds real value to their lives. I believe AR will profoundly impact the way we work, communicate and are entertained. I use Unity and code C# to explore and design interactions and experiences. To help achieve this, I built a North Star AR headset, which was open sourced by Leap Motion in 2018.

I have also been experimenting with photogrammetry and post my scans on Sketchfab. I'm interested to see what the future of 3D / motion capture holds.

Music production – I love making beats and tinkering in Logic. Learning music production software from my early teens helped me to learn other pieces of creative software.

Squash – I like to stay active, and squash is my favourite sport to play.