

Benji Welner

WORK

Fellow @ [Recurse Center](#) (2025)

- * Developed independent projects at the intersection of hardware and software.
- * Collaborated with fellow batch members to engage in building-as-learning via open-source code.
- * Explored varied technologies including augmented reality, version control systems, 3D printing, new programming languages, algorithm design, and computational art.

SwiftUI Engineer @ [Envelope](#) [YC S23] (2024)

- * Increased conversion of app downloads by redesigning the onboarding flow and money transfers through Plaid.
- * Improved experience of existing users by automatically allocating deposits into user "envelopes" and enabling categorization of transactions from the home page.
- * Triaged high impact issues, including complex auth errors.

Software Engineer @ [Beepoer](#) [YC S21] (2023)

- * Shipped a physical messaging device built from off-the-shelf parts in collaboration with SQFMI.
- * Modified a popular Matrix chat client to fit on a small screen and run smoothly on embedded hardware.
- * Created a bespoke tool for end-to-end device setup and continued management.

PROJECTS

[figbert.com](#) (2020-Present)

- * Authored over 75 blog posts on technology and society, which received 250+ upvotes and 200+ comments across Hacker News and Lobsters.
- * Built a fast and lightweight website using open standards and a modern, minimal tech stack. Served alongside other personal services (email, calendar, etc.) from a fully declarative personal server.

[Ping Pong Launcher](#) (2025)

- * Designed and fabricated a highly successful projectile launcher for the ME102 final project, hitting a small target consistently from maximum distance.
- * Iterated through numerous prototypes utilizing 3D printers, laser cutters, and commodity hardware to "learn by doing" in reaching the final solution.

[Roll Call](#) (2024)

- * Automated the printing of morning briefings using a receipt printer and Python scripts. Sourced information from iMessage, Oura, and my reminders/calendar.
- * Produced promotional material (a poster and a 90-second commercial) and extensive design sketches.

[Mabel](#) (2021-23)

- * Created a beautiful torrenting app for the terminal using Charm's libraries. Received >400 GitHub stars.

[Blind Date A Book](#) (2025)

- * Adapted an offline tradition to a digital context through the creation of an e-shop where books are sold purely based on quippy one-line descriptions.

ABOUT

I am an Israeli-American industrial designer and programmer building elegant and effective systems. I use modern tools to build great products that people rely on. I rigorously eliminate bloat and unnecessary complexity. I want to work on real and interesting problems in challenging areas that matter.

CONTACT

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City: San Francisco, CA

EDUCATION

Stanford University

Class of: 2027
GPA: 3.6
Major: Design
Track: Physical + Manufacturing
Advisor: David Kelley
Minor: Political Science (International Relations)
Planned Coterm Masters: Computer Science (Systems)

LANGUAGES

Human

Fluent: English, Hebrew
Proficient: Arabic, Chinese

Computer

Fluent: Golang, Swift, Gleam, CAD
Proficient: Ruby, Python, HTML/CSS/JS

TECHNOLOGY FOCUS

Systems design. I am passionate about excellence. My work delivers solutions to complex problems, guided by the axioms that tangible is the best form of any idea and done is the best state of any task.

Transparent technology. How can we shape devices that empower users and disappear into the background? How can we make technology intuitive? How can a device be expressive beyond a screen?