Benji Welner

WORK

Factory Software @ Base Power (2026)

* Owned all digital systems for the receiving bay at Base Factory One. Received over 3,000 pallets into inventory, reducing the percentage of pallets received off-nominally from 81% to 15%, while increasing overall throughput 16x.
* Built a bespoke, end-to-end system for receiving EDI856 documents using a novel SFTP-spoofing technique.
* Worked on-site with stakeholders across all aspects of production, from lineside workers to international suppliers, in order to improve and validate receiving processes.

Fellow @ Recurse Center (2025)

* Built a teleoperated scroll. Housed in a motorized harness, the device was live-streamed and responded to users' digital scrolling in the physical world.
* Developed numerous additional independent projects at the intersection of hardware and software.

SwiftUI Engineer @ Envelope [YC S23] (2024)

* Increased conversion of app downloads by redesigning the onboarding flow and money transfers through Plaid.
* Triaged high impact issues, including complex auth errors.

Software Engineer @ Beeper [YC S21] (2023)

* Shipped a physical messaging device built from off-the-shelf parts in collaboration with SQFMI.
* Created a bespoke tool for end-to-end device setup and continued management.

PROJECTS

figbert.com (2020-Present)

* Authored over 100 blog posts on technology and society, which received significant acclaim across Hacker News and Lobsters.

Pendants (2026)

* Modeled and investment-cast two necklaces and a set of earrings in sterling silver, finished with careful chemical oxidization and hand-polishing.

ME163* (2025)

* Designed and built a beautiful, functional three-legged aluminum stool with wooden accents.
* Machined parts manually on mills and lathes, drilling a total of 49 holes, tapping 18 of them, and ultimately hiding 27 fasteners throughout the piece.
* Cast six large aluminum humanoid statues to "hold up" the seat of the stool.

Projectile 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.

ABOUT

I am an Israeli-American designer 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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EDUCATION

Stanford University

Class of: 2027
GPA: 3.55
Major: Design
  Track: Physical + Manufacturing
  Advisor: David Kelley
Minor: Political Science (International Relations)

LANGUAGES

Human

Fluent: *English, Hebrew*
Proficient: *Arabic, Chinese*

Computer

Fluent: *CAD, Golang, Swift, Gleam, Rust, Blender*
Proficient: *Ruby, Lisp, Python, HTML/CSS/JS*

TECHNOLOGY FOCUS

Tangibility. I am passionate about excellence. My work delivers solutions to complex problems. Success in doing so means seeing the real impact my products make on the human experience.

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?