

Benjamin Uribe

Product, Design Engineer
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Experience

Fuser, Design Engineer

Los Angeles, CA — 08/2026 - Present

- Leading Fuser's component library and a full component refactor, standardizing type, motion, focus, and loading, empty, and error states across the product
- Designing and building Workspace and the Fuser Canvas in React for the redesigned UI launching Fall 2026, taking interactions from prototype to production

Fuser, Design Engineering Intern

Los Angeles, CA — 02/2026 - 08/2026

- Led content design for Fuser's web presence, writing interface copy and short demos that explained product features
- Designed and coded web micro-interactions and published them on X, growing Fuser's reach with a design-literate audience

ArtCenter, Web Production Assistant

Pasadena, CA — 08/2025 - 02/2026

- Managed web content in the college CMS, keeping content hierarchy, accuracy, and design system usage consistent
- Audited pages for WCAG accessibility and responsive behavior, and streamlined publishing workflows so updates shipped clean

NYU Athletics, New Media and Creative Services

New York, NY — 08/2023 – 01/2025

- Owned social and digital content design across NYU Athletics programs, turning fast-moving requests into consistent, on-brand graphics and print

Bullish, Design Intern

New York, NY — 06/2024 – 08/2024

- Designed safe chat and communication flows for Gen Alpha web game, shaping interactions that keep young players engaged

New Mexico OST via New America, Design Intern

Remote — 06/2023 – 08/2023

- Designed and launched a 25+ page website on a Figma design system, then built it in WordPress with custom CSS for accessibility and mobile

Projects

Openkit

Drum kit sharing platform with an in-browser sequencer; Next.js, Supabase

rglpractice.com

Architecture practice site built as an expanding branch tree; Next.js, Sanity

Wordminders

Are.na browser with an infinite WebGL canvas; Next.js, React Three Fiber, Motion

daniel-derro.com

Wordminders, wordminders.space, Are.na browser with an infinite WebGL canvas; Next.js, React Three Fiber, Motion

nuvanydavid.com

Photographer portfolio with a draggable canvas gallery; Next.js, Sanity, Framer Motion

laofrenda.org

Bilingual archive for an NYU Latine zine collective; Next.js, Three.js, Are.na

Tools

Cursor, Claude Code, Codex, Figma, Motion, React, Next.JS, Tailwind, CSS, Anime.JS, Dia, Notion, Framer

Leadership

2u4u Studio, Founder and Head of Design

Los Angeles, CA — 11/2025 – Present

- Leading a design studio for artists, directing strategy, visual systems, and interaction design for client web experiences
- Designing and building sites end to end in Next.js, Sanity, and Motion, treating type, motion, and performance as part of how each site feels

Media Art Xploration, UX Lead

New York, NY — 06/2025 - 08/2025

- Managed web content in the college CMS, keeping content hierarchy, accuracy, and design system usage consistent
- Audited pages for WCAG accessibility and responsive behavior, and streamlined publishing workflows so updates shipped clean

NYU LA Global Green Fellowship, Design Lead

Los Angeles, CA — 01/2024 – 05/2024

- Selected for competitive four-month immersive fellowship, led design and engineering of a sustainable hi-fi coaxial speaker

Education

ArtCenter College of Design, Interaction Design

Pasadena, CA — 09/2025 – 09/2026

Masters of Design

New York University, Integrated Design & Media

New York, NY — 09/2021 – 05/2025

Bachelors of Science

Skills

Prototyping, Interaction Design, Design Systems, Motion Design, Accessibility (WCAG), Usability Testing, User Research, Content Design, Responsive Design

Organizations

SHPE, ColorStack

Featured

[NTS](#), [Pitchfork](#), [GodsConnect](#)