

Caitlin Kantor

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Designing products with the end user in mind by bridging the gap between designers, engineers, and manufacturing.

Education

Olin College of Engineering

B.S in Mechanical Engineering (Cumulative GPA: 3.82/4.0)

Relevant Coursework: Design for Manufacturing, Collaborative Design, Mechanical Prototyping, Engineering Systems Analysis, Mechanical Design, Iterative Design and Entrepreneurship

Skills

Solidworks (CAD & CAM)

Injection Molding, Vacuum Forming, CNC

Milling

Laser cutting, 3D Printing, Sketch Modeling

Lathe, Manual Mill, Bandsawing, Drill Press

Adobe Creative Suite, MATLAB, C++

Soldering, Basic Circuitry, Arduino

Experience

Mechanical Design Lead, LumaSort

JUNE - DECEMBER 2023

- Designed and tested various modules for state-of-the-art glass sorting robot, utilizing laser cutting and 3D printing technologies to develop components, such as flow control gates and compartments for electronics
- Engaged in daily standups to coordinate project progress, participated in design reviews to enhance the efficiency of the sorting technology, and collaborated with fellow employees to ensure seamless integration

Product Circularity, Bose Corporation

AUGUST 2022 - MAY 2023

- Served as Business & Financing Manager for five person senior capstone team
- Supported Bose in improving their climate footprint and product circularity; project under NDA

Designing A nightlight, Design for Manufacturing

OCTOBER - NOVEMBER 2023

- Conceptualized and designed a rocket-inspired children's lamp featuring an illuminated plume
- Built a user-friendly battery compartment using vacuum forming and 3D printing, enabling safe battery replacement and employed silicone molding techniques to manufacture the plume "bulb" for the lamp.

Lead Engineering Instructor, Bluestamp Engineering

MAY - AUGUST 2022

- Led a team of 6 fellow undergraduates, supervising 24 high school students (aged 14-18) in individual engineering projects of varying complexity and duration while tracking and supporting student progress
- Responsible for procurement of project materials and financial oversight, coordinating with program staff and students to ensure timely ordering and delivery of project components and logging of program finances

Rethinking touch screens for BVI Users, STEP

JANUARY - MAY 2022

- Conducted user interviews to gain insights into the interaction patterns of blind and visually impaired (BVI) individuals and their devices, focusing on non-visual control methods for smartphones, such as haptic feedback, electromyography (EMG) sensors, and button controls
- Prototyped a touch screen control device integrating resin printing, silicone molding, sewing, and Arduino

Testing and Quality Assurance Operator, Marble

JANUARY - JUNE 2019

- Develop tests to understand autonomous robot behavior with the Engineering Team
- Educated the general public about the robots, accompanied robots on deliveries for commercial partners, provided customer service while accurately providing detailed reports of the robot's experiences in the field

Creative Technologist, Propelland

AUGUST - NOVEMBER 2018

- Led self directed prototyping projects for the office, a bathroom occupancy tool and voice activated light show, using Arduino and 3D printing and incorporating manager and user feedback through design reviews