

Caleb Smith

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Education:

University of Central Florida,

Orlando, FL

Major: *Mechanical Engineering*

Expected Graduation Date: *Fall 2027*

Skills and Certifications:

- Technical Skills: SolidWorks, Fusion360, Onshape, AutoCAD, C, Python, Soldering, Graphic Design, Photoshop
 - Certifications: AutoCAD, Fusion 360, Scissor/Aerial Lift, Ladder, Fall Protection.
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Work Experience:

UCF Student Union LEAD Event Production Technician (Orlando, Florida)

March 2024 – Present

- Engineer and execute technical setups for live events, applying principles of systems and resource management
- Integrated and provided guidance and training to all team members on diverse equipment (e.g., audio consoles, wireless remote cameras, DMX lighting) into cohesive operational systems, ensuring seamless show delivery.
- Develops expertise in troubleshooting and problem-solving to ensure uninterrupted performance during events.
- Designs efficient workflows for equipment setup and strike, improving operational efficiency for each event.
- Optimizes equipment placement and cable routing to improve operational safety and efficiency during event setup and strike.
- Collaborates with developing and delivering a comprehensive training curriculum covering technical operations, including equipment identification, equipment connectivity, and client relations.

Social Media Manager - American Society of Mechanical Engineers (ASME UCF)

May 2025 – Present

- Spearhead marketing and communications initiatives for the university's ASME chapter, strategically increasing member engagement and recruitment.
- Designed and produced promotional content, including digital flyers, videos, and posts, utilizing graphic design and videography skills to effectively communicate club activities and value.
- Collaborated with the committee and executive board to plan and execute club events, directly contributing to organizational growth and member involvement.

Stage Manager - Studio@620 (St. Petersburg, Florida)

March 2022 – July 2022

- Managed and troubleshoot technical show operations, including audio and lighting systems, to ensure seamless performance execution.
 - Engineered and controlled dynamic lighting systems to meet specific artistic and atmospheric requirements for each scene.
 - Directed a crew of 4 stagehands, applying principles of project management to coordinate time-sensitive scene transitions and prop placement.
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Extracurricular Projects:

Robotic Hand Competition (ASME UCF)

January 2025 – April 2025

- Engineered a fully operational robotic hand using SolidWorks, designing and manufacturing components to meet specific functional requirements.
- Applied principles of mechanical design and prosthetics to replicate the functions of a human hand using a system of potentiometers, rubber bands, and fishing line.
- Demonstrated proficiency in mechatronics by integrating mechanical parts with electrical components to achieve successful object manipulation, replicating human functions.

Great Navel Orange Race (UCF)

January 2024 – April 2024

- Designed and integrated the hull of the boat in SolidWorks, as well as a fluid analysis simulation to ensure positive buoyancy and balancing features through various rough water conditions.
- Successfully became the first group out of 275 teams to have a functional gyroscope during the RC testing portion of our project, placing within the top 10 of all competitors