Kaitlin Calimbahin

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EDUCATION

University of California, San Diego **Expected Graduation: Fall 2026**

Bachelor of Science, Electrical Engineering

WORK EXPERIENCE

Walt Disney Imagineering | **Show Control Hardware Intern** | *Glendale, CA* January 2026 — June 2026
- Incoming Show Control Hardware Intern at Walt Disney Imagineering for Spring 2026.

Advanced Robotics and Controls Lab | **Research Engineer Intern** | *San Diego, CA* June 2025 — Present
- Collaborated with medical robotic researchers to develop the N2D Haptic Glove, a multi-finger wearable that renders 2D fingertip forces for teleoperation and VR, **preserving 95% of natural hand motion** for axial and transverse probing tasks.
- Engineered a torque-transparent closed-loop actuation system with direct-drive motors and encoders, validated in planar actuation experiments showing **<5° deviation between commanded and measured force vectors.**
- Demonstrated in humanoid teleoperation studies that 2D haptic feedback **improved control by 50%+** vs. visual-only cues.
- Publication: ***The N2D Haptic Glove: A Multi-Finger Glove for 2D Directional Force Feedback***, IEEE ICRA (Submitted 2026)

Northrop Grumman | **Systems Engineer Intern** | *San Diego, CA* June 2024 — Sept 2024
- Developed an automated System Integration Checkout script in **Bash** to streamline hardware validation processes for an airborne communications gateway program, achieving a projected **annual cost savings of $25,920.**
- Led collaboration efforts between **4+ interdisciplinary teams** to identify and resolve cross-functional obstacles, enhancing product development pipeline between integration and test operations, and **increasing efficiency by 70%.**
- Directed as the lead tester for **30+ Verification and Acceptance Tests** to validate ground-to-aircraft functionality.

PROJECT EXPERIENCE

Star Wars: Pinball Machine | *Circuit Design & Analysis, Prototyping, CAD Design* **Pinball Machine Link**
- Designed and built a fully functional Star Wars–themed pinball machine with laser-cut plywood frame and 3D-printed interactive components, featuring an automated "hyperspace" launch lever and themed LEDs, sound effects, and music.
- ***Automated Launch:*** Engineered a servo-driven spring launcher that fired the ball into play, **durably across 60+ play tests.**
- ***Themed Interactivity:*** Integrated solenoid-actuated AT-AT pop bumpers, motorized spinning R2-D2, and glowing Death Star with hidden limiter switch, synced to an OLED display for **instant score and storytelling updates for 10+ events.**

Face Recognition Study Cat Robot | *Machine Learning, Python, CAD Design* **Study Cat Robot Link**
- Developed and designed a 3D-printed interactive cat robot using a supervised learning algorithm, trained to recognize people vs. phones, outputting expressive facial animations via OLED and tail movements to reduce student distractions.
- ***Response Logic:*** Deployed real-time object recognition, reliably classifying people vs. phones with **95% detection rate**.
- ***Human Interaction:*** Implemented interactive logic where the cat grew angry at phone presence, sad when students left, and happy when students entered or petted the robot via a motion sensor, **increasing student study uptime by 20%.**

Dynamic Spider-Man Mask | *Sensor Integration, Embedded Systems, C++* **Spider-Man Mask Link**
- Assembled a 3D-printed Spider-Man mask with servo-driven mechanical lenses that widened or squinted in real time based on user input from dual infrared sensors embedded within the mask.
- ***Micro Expressions:*** Developed a sensor-feedback system enabling smooth lens movements with **less than 0.1s latency**.
- ***Interactive Design:*** Integrated an internal control system, eliminating external switches with **100% input recognition.**

Motorized Iron-Man Helmet | *Electronics Analysis & Design, Soldering, Digital Multimeter* **Iron-Man Helmet Link**
- Developed an analog-based system to utilize servos, dual relays, and switches to operate a 3D-printed Iron Man helmet with LED eyes configured to turn on and off according to the positioning of the helmet's face plate.
- ***Circuit Analysis:*** Calculated the optimal component values for LED eyes, achieving a **25% increase in brightness.**
- ***Circuit Design:*** Developed a switch-operated control system for faceplate opening/closing functions with **100% accuracy.**

LEADERSHIP

Themed Entertainment Association (TEA), UCSD | **Technical Director** Oct 2024 — Present
- Collaborated with creative teams to design and prototype technical elements for student showcases and experiences.

Institute of Electrical and Electronics Engineers (IEEE), UCSD | **Technical Lead** Oct 2023 — Dec 2024
- Led hands-on electronics/programming workshops and organized outreach events to improve students' technical skills.

SKILLS

Technical Skills: C/C++, Python, Bash, Linux, Git, KiCad, SolidWorks, Matlab, LTSpice, Prototyping, Soldering, 3D Printing