

Walking Into the Future

Caroline Hubley '18 says LC instilled her with the confidence to achieve her goals.

By Chris Lenois

It's easy to see how Caroline Hubley '18 developed a love of walking.

She grew up in the Capitol Hill district of Washington, D.C., where a neighborhood jaunt could include monuments on the National Mall, free museums, and any other number of American treasures.

The minimum duration of a good walk for Caroline is two hours, with her preference being three. During the nearly three years she spent at Landmark College, her enthusiasm for walking was undeterred even when she lived off-campus without a car and had to commute through rain and snow.

Walking also helped Caroline land her current job back in the D.C. area with Starship Technologies, which manufactures and deploys autonomous robots to deliver groceries, take-out orders, and other parcels. She first became aware of the company through friends and knew it hired field assistants to help with customer service.

"After I graduated, I saw a job post on Instagram. I said, 'Hey, if you'd like somebody who walks a lot, I'm around. Before I knew it, I was doing four interviews,'" Caroline recalls, adding that the job also hearkened back to a childhood fascination with robots. "When I was younger I would just draw robots on my schoolwork. The teachers weren't fond of that."

Caroline has quickly ascended the ranks at this start-up, which currently operates in the United States, United Kingdom, Germany, and Estonia. She was recently promoted to hypervisor, a role which has her monitoring around 20 bots at any given time and working with other team members all over the world to ensure successful deliveries.

She laughs when she thinks about some of the incongruities between her current job and the B.A. in Studio Art she earned at LC, but Caroline also understands how her education has prepared her to work in most any field. "Studio Art—besides being the physical painting, or 3-D modeling, or ceramics—it's also a lot of thinking about the concepts," Caroline explains. "You have to have really good communication skills to understand how Point A will match with Point B and Point C."

During her time at LC, Caroline found opportunities to meld her artistic talents with her interest in technology. She worked with students in the Computer Science program to develop a virtual reality educational game called "Passage to Hunza." Caroline used 3-D modeling software to create the landscape in which neurodivergent learners would be taught statistical concepts. She was also awarded a grant from the Landmark Entrepreneurial Accelerator Project (LEAP) for a company she founded with fellow student

Cael Hansen '18 that sought to create a product called VRPaint.

After graduation, Caroline's Studio Art faculty members transformed from teachers to mentors, setting her mind at ease.

"Christie [Herbert] told me 'own what you do and have confidence,' which really helped me get this job," said Caroline. She also acknowledged art professors Jen Morris for helping her get organized, and Samuel Rowlett for honing her analytical abilities. As she acclimates to life after college, she is grateful to still have the LC community as her

"safety net," saying, "Teachers are still there for you once you graduate, and your friends are there to help."

Caroline recently moved off Capitol Hill and is on the lookout for good walking spots. When asked what advice she would give to LC students following in her footsteps, she encourages them to value their liberal arts training, "Employers hire candidates more for their analytical abilities than their skills. They can always teach skills." 🐾



Photo by Philip Daniel Perigo

Caroline Hubley '18 poses with the Model E robot, made by Starship Technologies, where she currently works.