CRAIG CHÉRUBIN

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OBJECTIVE

To drive innovations in virtual statecraft, sustainable infrastructure, and financial technology by researching and developing an interdisciplinary framework that synergizes systems engineering, cybernetics, continental philosophy, accessibility, digital twin systems, simulation design, and machine learning.

EDUCATION

University of Central Florida — *Orlando, FL*
Bachelor of Science | Industrial Engineering, Minor in Philosophy — *Graduation 2026*

Valencia College — *Orlando, FL*
Associates in Arts | S.T.E.M. Engineering Pathway — *Graduated 2024*
GPA/Standing: 3.19 | Junior

EXPERIENCE

Feed Hunger Now | Urban Farm Research & Development Contributor — *March 2025 – Present*

- Developing a real-time digital twin for Feed Hunger Now's hydroponic/aeroponic farm using AI, IoT sensors, and cybernetic systems to optimize efficiency and sustainability.
- Designing an AI crop rotation model, conducting CFD simulations, and integrating renewable energy (hydroelectric/wind) for self-regulating agricultural ecosystems.

Papa Diesel's BBQ | Line Cook/Back of House — *June 2024 – Present*

- Streamlining kitchen operations by optimizing resource efficiency, ensuring health/safety compliance, and enhancing team productivity in a fast-paced environment.

Valencia Philosophy Society | Secretary/Founding Member — *August 2023 – April 2024*

- Researched, authored, and presented philosophy lectures, facilitated discussions, and maintained a database of meeting minutes and 130+ member contacts.
- Established administrative systems, managed correspondence, events, governance, and maintained club records, including constitution and by-laws.

Sweetwater Episcopal Academy | Tutor/Aftercare Associate — *August 2019 – May 2020*

- Tutored K-8 students in core subjects and organized engaging activities while managing the aftercare program environment.

Orlando Science Center | "Catalyst" Volunteer by Lockheed Martin — *April 2019 – August 2019*

- Led interactive STEM workshops for summer camp attendees, fostering engagement and ensuring safety and schedule adherence.
- Developed hands-on STEM activities and provided technical explanations of exhibits, troubleshooting issues to enhance visitor understanding.

PROJECTS

MIT Reality Hack 2025 | "R.A.M. - Reaching Alienated Minds" Synthetic Psychological Environment

- Led a team in developing R.A.M., a social media simulation to educate youth on online safety and prevent extremist pipelining.
- Designed simulation mechanics and narrative scripts, integrating psychology, behavioral science, and game design for an immersive educational experience.
- Developed Unity-based player interactions, including branching dialogue systems and decision-based outcomes with real-time feedback analytics.

The Ignorant Schoolmaster" Adaptive Synthetic Classroom — *September 2024-Present*

- Prototyping an interactive, VR-compatible classroom simulation for localized, cost-effective education, adapting to individual learning styles and goals.
- Developing in Unity with Autodesk 3ds Max assets, Python mechanics, and Llama language model training, informed by Joseph Jacotot's pedagogy, ONR simulation research, and Project Cybersyn.

SKILLS

Software Experience: Autodesk (AutoCAD, Fusion, 3ds Max), Unity, Languages (Python, C++, Java, SQL, HTML, CSS), MATLAB, Visual Studio, Adobe Creative Cloud, Microsoft Office Suite
Languages: Conversational in French (3x National French Contest Medalist), Fluent English