# Cristian W. L. Trout

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## PROFILE

- ❖ **Research experience**, proficiency in **logical analysis, critical writing**
- ❖ **Policy experience**, writing memos, stakeholder outreach
- ❖ **Interdisciplinary mindset**: versed in the history of ideas, the arts, politics, economics, physics, evolutionary biology, compute€r science
- ❖ **IT fluent:** basic coding (Jupyter, Python, CSS, HTML, AHK), hardware repair
- ❖ **Graphic arts skills:** photography, videography, VFX, animation and design
- ❖ **Generalist, autonomous, quick learner:** besides philosophy, self-taught in the above
- ❖ **Multicultural** and **bilingual**: American English and French

## PROFESSIONAL HISTORY

**Winter Research Fellow — *Centre for the Governance of AI*, January-April 2025**

- Investigating the advisability of insurance mandates for potential AI bills
- Wrote memos for frontier AI labs regarding a novel insurance product

**Independent Researcher — 2022-current**

- Two AI policy workshop papers at GenLaw at ICML 2024 on liability and insurance
- Contributed to AISST's response to OSTP Request for Information on AI (§18, 23 and summary)
- Blog posts on AI Safety, voting reform, EA philosophy
- Completed the *Artificial General Intelligence Safety Fundamentals* course, from BlueDot Impact

**Reading Group Facilitator — *AI Safety Student Team* (AISST), September-November 2024**

- Lead an intro AI policy reading group for Harvard students.

**Operations Associate — *AI Safety Student Team* (AISST), January-August 2023**

- Paid position, sponsored by Cambridge Boston Alignment Initiative
- Owned office operations (printed readings, stocked supplies, managed catering, setup for talks)

**Teaching Assistant — *University of British Columbia*, 2018-2020**

- Ran office hours, helping explain course material and improve student's writing
- Graded papers (300+)

**Graphic Artist — *Freelance*, 2013-current**

- Director, DP, Producer, Writer, Editor, VFX of short film. Premiered at Dances With Films: LA, 2024
- Event photographer/videographer, indie video game dev (technical artist), graphic designer

**M.A. Philosophy** — *University of British Columbia*, 2018-2021

- Published Master's thesis on [methodology in metaphysics](#)
- Other fields of study: ethics, meta-ethics, logic

**B.A. Honours Philosophy** — *University of British Columbia*, 2014-2018

- Published philosophy of mind paper in the SFU Undergraduate Journal of Philosophy ([link](#))