

# Cristian W. L. Trout

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Web: <https://www.ctrout.art/>

## PROFILE

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- ❖ **Research experience**, proficiency in **logical analysis**, **critical writing**: M.A. in Philosophy
- ❖ **Interdisciplinary mindset**: versed in the history of ideas, the arts, politics, economics, physics, evolutionary biology, computer 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**, English (American) and French

## PROFESSIONAL HISTORY

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**Winter Research Fellow** — [Centre for the Governance of AI](#), January-April 2025

- Investigating the advisability of insurance mandates for potential AI bills.

**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](#)

## EDUCATION

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**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](#))