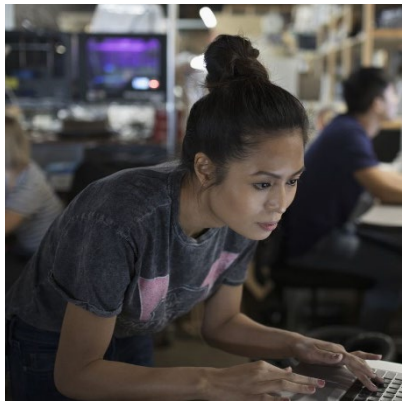
Academia – Engineering Graduate Student



- Experience: 0-2 yrs
- Role: Student
- Direct Reports: 0

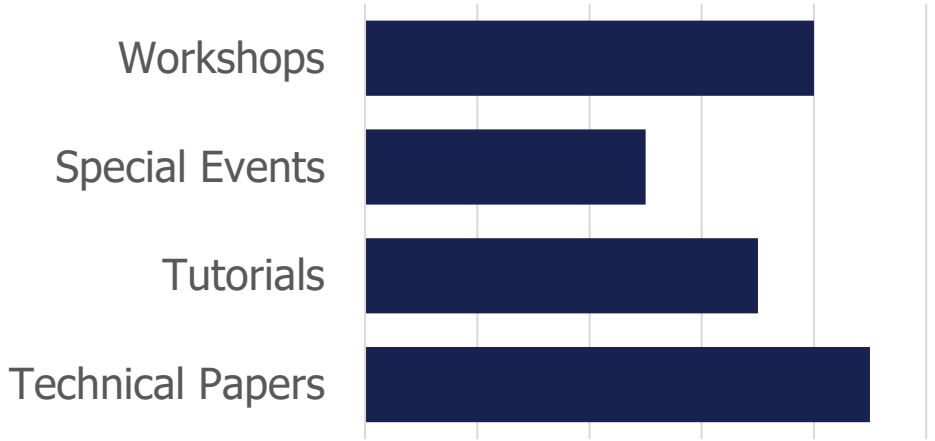
Curious | **Emerging** | **Technical**

Motivation to Attend

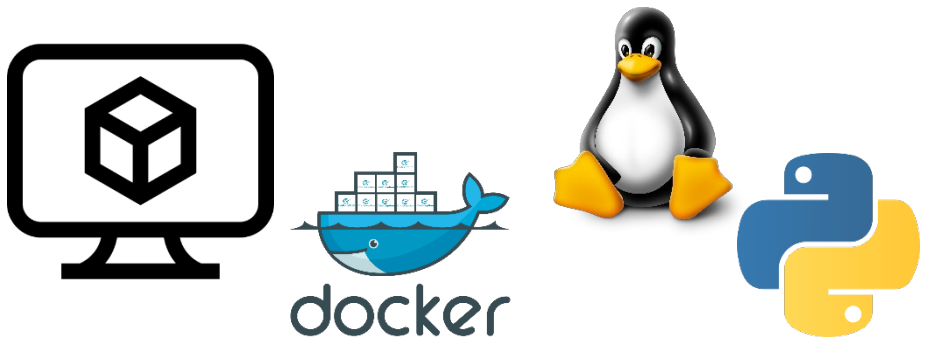
1. Learn about methods use to create modeling and simulation environments for DoD applications
2. Learn about the broad range of technologies used by the DoD and industry
3. Understand future career paths for engineering students in the DoD or in industry

"I want to learn about what engineering methods industry and the DoD uses to effectively equip the warfighter."

Interest Level



Common Tools



Biography

Sam Rawlings is a graduate student majoring in computer science. She's specializing in building immersive mixed reality environments. Sam is interested in learning about opportunities to apply her skillset to DoD and industry after graduation.

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Title	Day	Time	Location	Event Type
Introduction to Defense Modeling and Simulation	Monday	0830 – 1000	310AB	Tutorial
Machine Learning: An Introduction for Humans		1245 – 1415	330GH	Tutorial
Exhibit Hall Tour (Immersive Displays & Serious Games Showcase)	Tuesday	1200 – 1400	Exhibit Hall	
Fortifying the Virtual Battlefield: Integrating Cyber Effects Using Simulation		1400 – 1430	320D	Paper
Converting 2D Images to Geospatial 3D Models Using Generative AI		1500 – 1530	330EF	Paper
Open-Source MARL for Autonomous Agent Research: A New Godot-based Environment for BVR Air Combat Simulation		1600 – 1630	320B	Paper
Unsupervised Testing for Software Systems of Autonomous Vehicles		1700 – 1730	320E	Paper
Revolutionizing Simulation: Pioneering a Data-Centric Future in Defense Training Environments	Wednesday	0830 – 0900	320E	Paper
Wargaming: Toward the Development of a Generative AI for Weather Simulation		1030 – 1100	320G	Paper
Exhibit Hall Tour (Immersive Displays & Serious Games Showcase)		1130 – 1200	Exhibit Hall	
Women in Modeling and Simulation		1330 – 1500	330GH	Special Event
Uncrewed & Autonomous Systems — Trends & Challenges		1530 – 1700	330ABCD	Special Event
Development of Closed-Loop Wargaming Simulation Software: Challenges, Best Practices, and Lessons Learned	Thursday	0930 – 1000	320B	Paper
Uncertainty Aware Distributional Ensemble Reinforcement Learning for Flight Control		1100 – 1130	320E	Paper
Use of Large Language Models in Assessing Training Performance		1330 – 1400	320E	Paper
Preparing for LSCO: M&S Approaches to Rapidly Improve Medical Training		1430 – 1500	320E	Paper
Fundamentals of Artificial Intelligence in Simulation-based Training	Friday	0800 – 1200	330EF	Paper