Collin Craig

Daytona Beach area, FL · Open to relocation

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PROFILE

Software engineer and Embry-Riddle student in Uncrewed and Autonomous Systems (UAS). I direct AI agents to build real products. My own focus is autonomy: simulation, testing, and landing logic I write myself.

Moving into embedded AI and hardware. Open to applied-AI and forward deployed roles, and to internships and student roles in autonomy software, embedded systems and hardware, including testing, simulation and integration.

SELECTED PROJECTS

Built by AI agents I direct. I set the direction and review the work.

Precision Landing Lab

Open source · github.com/CollinCraig/precision-landing-lab

- Teaching a drone to land itself on a rooftop pad, and to know when to abort and go around, in simulation. AI agents I direct build the test platform; I write the landing code myself, and it goes public with its first simulated flight.

MartyGraphics (Morrowdock)

Open source, early preview · github.com/morrowdock/martygraphics

- Led project direction and coordinated AI-assisted development of a Swift library that turns a small data file into interactive 2D and 3D teaching models.
- It draws mechanical models, such as a jet engine and gear trains, and walks through algorithms one step at a time.

Flight Day

flightday.app · In development

- An alarm clock that makes your morning a rocket launch: it counts down on your screens, lifts off, then briefs you on your day. Built with Home Assistant, a Rust hub, SwiftUI and the web. I designed and architected Flight Day with AI coding agents. It runs on my devices at home.

Morrowdock

morrowdock.app · Private beta

- A learning app: iPad in private beta, with iPhone, Mac and Apple TV in development.

Multi-agent setup

In daily use

- A lead agent hands a job to the agent for that project, which starts a fresh agent to build it. It runs across four machines.

TECHNICAL EXPERIENCE

IT support for a school `part-time`

- Set up computers, printers, the network and security cameras, and supported staff.

Game-server development

- Sole developer of my own FiveM roleplay server (2020–2023): custom gameplay systems in Lua and SQL.
- Built a cash-anomaly check that caught money-duplication exploits.
- Did freelance Lua development for other gaming communities.

Volunteer developer, game-server community `Minecraft and Garry's Mod`

- Developed updates, mostly in Lua. Helped find and fix security holes in the website and the game servers.
- Worked with senior developers on Minecraft and Garry's Mod community projects.

Writing Lua for game servers since 2013: first as a volunteer developer, later running my own servers and taking freelance work. Before AI tools, I also wrote Java (a libGDX game, 2017) and Python scripts.

TECHNICAL SKILLS

- **Hands-on:** Lua, SQL, Linux, virtual machines, database configuration, FTP, computer and printer setup, technical troubleshooting.
- **Learning:** Python through coursework and personal experiments; MATLAB and ArduPilot through current study and experiments; C++ and robotics by hand.
- **Daily:** Claude Code, Codex, MCP, directing multi-agent builds.

EDUCATION

- **Embry-Riddle Aeronautical University:** B.S., Uncrewed and Autonomous Systems, in progress, expected 2028.
- Prior college coursework in software engineering, computer science and information security.

CREDENTIALS

Previously held CompTIA Security+ · TestOut PC Pro · FAA Part 107 remote pilot certificate (in progress).

EARLIER

- Hospitality, retail sales and logistics roles.