

Kheera King

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Education

Full Sail University

B.S. Simulation & Visualization

Relevant Coursework: Data Structures & Algorithms, Software Engineering, Microcontrollers, Digital Fabrication, Simulation & Visualization Software, Virtual & Augmented Reality, Machine Intelligence Systems.

Honors: National Society of Collegiate Scholars (NSCS).

Winter Park, FL

July 2025

Experience

AI-Powered Flight Simulator

University Collaborative Project

Winter Park, FL

May 2025 — July 2025

- Proposed and implemented AI-assisted flight behavior within existing Unreal Engine 6DOF simulation.
- Built reinforcement learning pipeline using Unreal Learning Agents, designing observation space, action mapping, and reward functions.
- Migrated reinforcement learning framework from Unreal Engine 5.5 to 5.3 to integrate with existing flight simulation environment.
- Documented architecture and training workflow to support continued development by subsequent student team.

Sensory Hand — Interactive Panel for Neurodiverse Users

University Project

Winter Park, FL

April 2025 — May 2025

- Designed and implemented embedded interactive system responding to sensor input with real-time LED feedback.
- Integrated microcontrollers, sensors, and output components to evaluate system performance and responsiveness.
- Developed and documented system workflows in Figma; utilized GitHub for version control.

Stewart Platform — Small-Scale Simulator Base

University Project

Winter Park, FL

September 2024 — October 2024

- Developed 6-degree-of-freedom motion simulation system applying engineering and mathematical principles to real-time control.
- Programmed and tested control logic in Arduino IDE supporting embedded software behavior and hardware integration.
- Designed wiring layouts and component interfaces using Eagle and SolidWorks.
- Conducted iterative testing and calibration to identify and resolve defects, improving system accuracy and reliability.

Activities

Horizons Challenge (XFoundry) – Hackathon

Project Team Member

Winter Park, FL

April 2025

- Developed and delivered a 3-minute pitch for an autonomous AI-driven solar storm detection system, integrating NASA space-weather research, threat modeling, and real-time survival protocols; earned **3rd Place** in university-level Horizons Challenge competition.
- Led concept development and technical research for AI-driven solar storm resilience framework addressing lunar and Earth-based mission risk; supported team documentation and technical narrative development.

Skills & Interests

Technical: C++, Unreal Engine, Unity, SolidWorks, Python, Git/GitHub/GitLab, Arduino, Eagle, Figma (UI prototyping).

Laboratory: Microcontroller prototyping, Hardware-Software Integration, Digital Fabrication(3D Printing, Laser Cutting, CNC Milling), Soldering, Manual Lathe Operation, PCB prototyping, System Testing & Debugging.

Interests: Running, Content Creation, VTuber Character Development, Electronic Music, Ballet.