

Luca Mazzotta

Computer Science Student

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[LinkedIn](#) | [Portfolio-site](#) | [GitHub](#)

Computer science student specializing in full-stack web application development, with experience building interactive applications using JavaScript and React. Strong foundation in programming, problem-solving, and UI/UX design, with a background in digital media and visual arts.

EDUCATION

York University - B.Sc. Spec. Hons., Computer Science

September 2024 - current | GPA: 7.59 / 9 | Toronto, Ontario

Relevant Courses Intro. to the Theory of Computation, Computer Organization, Advanced Object-Oriented Programming, Software Tools, Intro. to Logic for Computer Science, Research Directions in Computing, Net-centric Introduction to Computing, Applied Linear Algebra, Differential and Integral Calculus with Applications, Discrete Math for Computer Science

York University - (Previous Coursework) Digital Media Studies

September 2023 - June 2024 | Toronto, Ontario

Focus Areas Visual Design with Programming, Graphic Design, Media Production, Creative Workflow

Relevant Courses Programming for Digital Media, Building Interactive Systems

Mayfield S.S. - Regional Arts program, Visual Arts

September 2019 - June 2023 | Brampton, Ontario

Awards

- Honour roll: Grades 9, 10, 11, 12
- Award of Excellence | Computer Technology 2021-2022
- High School Core French Certified

WORK EXPERIENCE

Scholars Education - Math Tutor

November 2024 - current | Bolton, Ontario

- Provided one-on-one and small-group math instruction to students in Grades 1-12
- Supported students across a wide range of topics, including arithmetic, algebra, geometry, functions, data management and calculus

- Adapted teaching strategies to individual learning styles and academic levels to improve understanding and confidence
- Helped students develop problem-solving skills, study strategies, and mathematical reasoning
- Monitored student progress and adjusted lesson plans to address strengths and areas for improvement
- Communicated clearly with students and parents to support academic goals and learning outcomes

Town of Caledon - Camp Counsellor

June 2025 - August 2025 | Bolton, Ontario

- Supervised a group of 20+ campers in weekly art programs, planning and facilitating hands-on creative activities such as painting, sculpture, and collaborative murals that fostered self-expression and teamwork.
- Led various camp activities, such as arts and crafts and outdoor games, while quickly adapting to the needs of participants in diverse environments.
- Prepared and organized materials and equipment for 5+ daily educational activities for campers
- Organized activities for 20+ campers to promote inclusivity and engagement, while implementing safety protocols to maintain a secure environment.
- Communicated effectively with campers, staff, and supervisors to support smooth daily operations

LCBO - Sales Representative

November 2024 - December 2024 | Bolton, Ontario

- Operated the cash register efficiently, processing purchases, returns, and exchanges while ensuring accuracy and adherence to LCBO policies.
- Utilized knowledge of LCBO products and promotions to assist customers, ensuring compliance with age verification protocols during alcohol sales.
- Stocked and organized product shelves, created visually appealing displays, and ensured cleanliness on the sales floor to enhance customer experience.
- Worked with a team of colleagues to manage inventory and customer service during the busy holiday season, resulting in a more organized shopping environment.

SKILLS

Languages	JavaScript, Java, C, TypeScript, Swift, HTML, CSS
Frameworks	ReactJS, Tailwind, Redux Toolkit, Node.js, Express.js, JUnit,
Technologies	Git, GitHub, Firebase, Vite
Design	Figma, Adobe Photoshop, Substance Painter, Blender, Davinci Resolve

CERTIFICSTIONS

First Aid & CPR/AED - Canadian Red Cross

Issued Apr 2024 | Expires Apr 2027

PROJECTS

[Portfolio Site](#)

React.js, Vite, Tailwind CSS, Framer Motion, Figma

- Designed and developed a fully responsive personal portfolio to showcase software and creative projects.
- Implemented smooth page transitions and UI animations using Framer Motion to enhance user experience.
- Applied modern front-end best practices with clean component structure, performance optimization, and reusable UI patterns.
- Designed layout and visual identity in Figma before implementation.

[Minesweeper++](#)

React.js, Redux Toolkit, JavaScript, Tailwind CSS, Netlify

- Built a feature-rich Minesweeper game with multiple game modes and difficulty settings.
- Used Redux Toolkit to centralize game state management and handle complex state updates efficiently.
- Implemented dynamic board generation, game logic, and win/loss detection.
- Deployed the application to Netlify with a production-ready build pipeline.

[Minute Math](#)

React.js, JavaScript, Firebase, Netlify

- Developed a daily math puzzle game inspired by Wordle, delivering deterministic daily challenges to users.
- Built a clean, intuitive UI focused on accessibility and fast user interaction.
- Integrated Firebase for backend services, including data storage and future authentication support.
- Created a custom API to fetch new daily math challenges

[Sniff 'Em Out](#)

Swift, Xcode, Figma

- Developed a social deduction mobile game focused on fast, "pass-and-play" group gameplay.
- Designed and implemented a custom UI and branded visual style for a polished mobile experience.
- Built a custom game state system to manage topics, player roles, and round progression.
- Prioritized usability and minimal setup to encourage quick onboarding and replayability.