Ettore E. Mottola

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Education

Florida International University - *Miami, FL* *DEC 2020*

Bachelor of Science in Computer Science - *Software Design and Development Track*

Relevant Coursework

Data Structures, OOP (Java, C++), Programming Languages (F#), Computer Logic (Prolog), Databases (SQL)

Skills

Programming Languages: C, C++, Java, Python, HTML/CSS, JavaScript, Prolog, F#, SQL

Experience

AR & VR Developer United Nations Sustainable Goals - *Code Explorers* *JUN 2019 – AUG 2019*

- Developed VR Project hosted and presented at the United Nations in New York City at the SDG Action Zone, held during the High-level week of the United Nations General Assembly
- Partnered with Amazon Sumerian team to develop an educational VR environment
- Created educational VR/AR modules to educate children about the United Nations Sustainable Goals

Computer Science Instructor - *Code Explorers* *APR 2018 – APR 2019*

- Taught Computer Science fundamentals, including Object-Oriented Programming, to children
- Designed new workshops and classes Involving AR, such as Snapchats Lens Studio
- Sharpened leadership and public speaking skills by facilitating hour-long lectures

Computer Science Tutor - *Broward College* *JAN 2016 – FEB 2018*

- Strengthened debugging skills based on common patterns for various programming languages (Java, C++, PY)
- Increased students' overall grades by 30% by providing supplemental materials to aid them in class
- Tutored an average of 50 students/week on computer science concepts and principles

Related Projects

FIU ShellHacks Interactive Dog Adoption Service - *Javascript React Web Application* *SEP 2019*

- Awarded "Best Local Community Project" winner out of 80 submissions during 36 hour FIU hackathon
- Incorporated Azure DevOps pipelines for continuous integration and continuous deployment (CI/CD)
- Utilized MongoDB for backend and database management

Wizard Experience - *Magic Leap ML1 Application* *JUN 2019*

- Working on a personal project to create a spatial computing gaming experience
- Incorporating meshing and space awareness to accurately interact with the physical environment
- Applying most ML1 capabilities such as hand gesture recognition and user input interactions

Protein Manipulation - *Python Application (research)* *MAY 2019*

- Assisting Physics professor with the creation of a PDB (Protein Data Bank) Manipulation application in Python
- Increasing knowledge and interest in bioinformatics by understanding new and groundbreaking topics
- Modeling and analyzing molecular structures using VMD (Visual Molecular Dynamics)

Molecular Dynamics Simulation Prototyping Environment - *Parallel Programming* *APR 2019*

- Parallelized Professor's Ph.D. Project Using PyCuda
- Increased performance by 30% by creating C++ modules that parallelized Leapfrog Integration method, a method used for updating both velocity and position
- Presented finished product and spoke about performance accomplishments