Nadim Mottu

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Skills

Languages: Java, Python, C, MIPS, GML, Lua Libraries: Java Swing, Numpy, SciPy, scikit-learn, JavaFX

Web Dev: JavaScript, HTML, CSS, React, Next.js OS: Debian, Ubuntu, Windows

Databases: PostgreSQL, Prisma, SQLite Tools: Docker, NextCloud, Latex, excel, GIMP, Adobe Pho-

toshop, Adobe Premiere

Education

& University of Toronto

September 2022 - May 2026

Bachelor of Science Latest Seasonal GPA: 3.94/4.00 - Cumulative GPA:3.77/4.00

Computer Science Specialist with a Focus in Theory of Computation, Minor in Mathematics

- Courses Taken: Computer Organization, Software Tools and Systems Programming, Enriched Data Structures, Software Design, Enriched Theory of Computation, Analysis I&II, Algebra I&II, Probability and Statistics I, Topology, Machine Learning, Artificial Intelligence, Programming on the Web, Databases, Graph Theory
- University Of Toronto International Scholar Award Faculty of Arts and Science (2022-2026)// Dean's List Scholar in the Faculty of Arts & Science (2023–2024)// Innis College Exceptional Achievement Award (2023–2024)

WS Washington International School

2014 - 2022

IB - Bilingual Diploma

- Higher level: Mathematics: Analysis and Approaches, Physics, Economics,
- Representative for student government (ISU) // Founder of Coding && Computing Club

Experience

10 Internal Drive Tech

June - August 2024

IB: 41/45 - GPA: 7.00/7.00

Summer Instructor

Amazon HQ/American University — Washington, DC

- Taught 7 one-week classes to elementary school children in coding skills through games like scratch and Lua
- Helped over 50 students develop projects making sure to highlight important software engineering practices such as testing, debugging, reviewing one another's work. Explained technical concepts such as boolean algebra.
- Collaborated with other instructors to develop curricula and filled in when needed.

Toronto Climate Observatory

May - June 2024

Research Assistant

University of Toronto — Toronto, ON

- Developed with another student a model using CMIP6 to predict changes in temperature in Toronto and how that might impact skating rink closures as a part of a research team. Documented and explored "the usability gap" and how to make climate data more usable to people with only a basic understanding of climate science.
- Used data analysis libraries for Python such as NumPy and Matplotlib, along with techniques such as linear regression.

Highlighted Projects

Ecliptica Town - An LLM Based Detective Game

January 2025 - April 2025

https://team-ecliptica.itch.io/ecliptica-town

- Designed AI systems based on Large Language Models to simulate NPC interactions in a detective video game.
- Fine tuned models and optimized them to run on local hardware. Showcased the results at Zynga games studio.

Minesweeper AI

December 2024 - Present

https://github.com/nadim-mott/minesweeper

- Developed a terminal based implementation of popular puzzle game Minesweeper coded in C with separate compilation.
- Uses AC-3 to automatically solve a puzzle or determine if a given puzzle can be solved without needing to make a guess.

Scriptorium

September 2024 – December 2024

- Develop with a team a website in React and tailwindCSS allowing users to develop and share their code.
- Provides isolation to all projects using Docker in backend, and allows users to run code in a safe environment.
- Allows for user account creation authentication, rating, posts, and reporting. Follows REST best practices.

Tetris in Assembly

January 2024 - April 2024

https://github.com/nadim-mott/tetris_assembly

- Developed a Tetris game in MIPS assembly language. Used the SATURN simulator to run the code.
- Made use of low level programming techniques to develop the game. Used bit map to display the game and UI.
- Collaborated with a partner. Wrote the game logic, graphics, and reviewed code written by my partner.