

# Nadim Mottu

+1 647-594-9446 — nadimmottu@gmail.com — [www.linkedin.com/in/nadim-mottu](https://www.linkedin.com/in/nadim-mottu) — <https://github.com/nadim-mott>

## Skills

**Languages:** Java, Python, C, MIPS, GML, Lua

**Web Dev:** JavaScript, HTML, CSS, React, Next.js

**Databases:** PostgreSQL, Prisma, SQLite

**Libraries:** Java Swing, Numpy, SciPy, scikit-learn, JavaFX

**OS:** Debian, Ubuntu, Windows

**Tools:** Docker, NextCloud, Latex, excel, GIMP, Adobe Photoshop, Adobe Premiere

## Education



**University of Toronto**

**September 2022 – May 2026**

*Bachelor of Science*

*CGPA: 3.73/4.00*

*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
- Courses in Progress: 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)

**Washington International School**

**2014 – 2022**

*IB - Bilingual Diploma*

*IB: 41/45 - GPA: 7.00/7.00*

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

## Relevant Experience



**Internal Drive Tech**

**June – August 2024**

*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

**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.

**D&D Digital DM screen App**

**April 2024 – Present**

<https://github.com/nadim-mott/DnD-Screen>

- Developed a digital DM screen for Dungeons and Dragons in JavaFX. Follows the MVC design pattern.
- Uses databases to store information on monsters and spells. Stores data with optimal use of custom data structures.
- Makes use of the Open5e API to provide information on spells and monsters. Provides dice roller, and initiative tracker.

**Tetris in Assembly**

**January 2024 – April 2024**

[https://github.com/nadim-mott/tetris\\_assembly](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.