

Nathan Monette

Oxford, UK | <https://www.linkedin.com/in/nathan-monette/> | nathanmonette1@gmail.com

EDUCATION

University of Oxford

M.Sc. in Advanced Computer Science

Oxford, UK

October 2025 - September 2026

University of California, Irvine

B.Sc. (Hons) in Computer Science

Irvine, CA

September 2021 - June 2025

- GPA: 3.7 (undergraduate), 4.0 (graduate).
- Selected coursework (undergraduate): Linear Algebra I, II, and III, Project in Reinforcement Learning.
- Selected coursework (graduate): Algorithmic Game Theory, Probabilistic Learning, Learning in Graphical Models, Deep Learning, Scientific Computing

RESEARCH EXPERIENCE

Nokia Bell Labs / University of Oxford

Research Intern with Alvaro Valvarce / Prof. Jakob Foerster

Oxford, UK

July 2025 - Present

- Constructed a dataset to post-train LLMs for the emulation of 5G network messages.
- Post-trained LLMs using SFT alongside a custom tokenizer in order to improve emulation performance.
- Performed multi-agent reinforcement learning experiments to learn emergent network protocols.

University of Oxford

Research Intern with Prof. Jakob Foerster

Oxford, UK

June 2024 - March 2025

- Independently proposed a project to Prof. Foerster, leading to a fully-funded internship.
- Led writing, experimental design, and method design for a [paper](#) on utilising min-max optimisation to derive theoretical guarantees for unsupervised environment design, published at Reinforcement Learning Conference 2025.

University of California, Irvine

Undergraduate Researcher with Prof. Ioannis Panageas

Irvine, CA

April 2023 - June 2025

- Managed experiments for a project on RL in adversarial team Markov games in PyTorch.
- Re-implemented models and training code in JAX to improve experiment runtime.
- Learned techniques relating to min-max, nonconvex, and convex optimization.
- Mentored younger students interested in research.

University of California, Irvine

Undergraduate Researcher with Prof. Roy Fox

Irvine, CA

October 2024 - June 2025

- Working paper on benchmarking complex multi-agent RL with tractable optimality .
- Ongoing experiments aiming to leverage offline data to accelerate large-scale multi-agent reinforcement learning tasks.

University of California, Irvine

Undergraduate Researcher with Shion Fukuzawa (teaching fellow)

Irvine, CA

April 2024 - June 2024

- Developed the backend for an educational tool for quantum computing, which was used to teach the CHSH game for a 100+ student lecture the following year.
- Explored “n-player” variants of the CHSH game and quantifications of entanglement.

RESEARCH PAPERS

An Optimisation Framework for Unsupervised Environment Design

Nathan Monette, Alistair Letcher, Michael Beukman, Matthew T. Jackson, Alexander D. Goldie, Jakob N. Foerster

➤ Reinforcement Learning Conference 2025

Leveraging Offline Data for Large-Scale Multi-Agent Reinforcement Learning

JB Lanier*, Nathan Monette*, Roy Fox

➤ Working paper

TALKS AND PRESENTATIONS

An Optimisation Framework for Unsupervised Environment Design

- Oral talk and poster presentation at Reinforcement Learning Conference 2025.

What Does Game Theory Teach Us about Open-Endedness?

- Extended talk at the 2025 London Open Endedness Summit at Imperial College London.

HACKATHONS

UK Government AI Incubator Hackathon

Perf-nect

London, UK

November 2024

- Awarded finalist in government sponsored AI hackathon related to energy sustainability and governance.
- Cooperated with a team of 4 UK government researchers on creating an app to handle applications for resources to join the national power grid.
- Implemented a Bradley-Terry preference model to create a human-in-the-loop system to accelerate processing of a large backlog of applications.
- Invited to present our work at *10 Downing Street* to UK Prime Minister Keir Starmer.

Hack at UCI

ZotScheduler

Irvine, CA

February 2023

- Achieved a second place prize out of over 60 teams, with over 400 total participants in the hackathon.
- Cooperated with two teammates to construct a working app in less than 36 hours.
- Utilized ensemble tree regression models (XGBoost), and search algorithms to recommend schedules to students based on a list of potential classes.

SERVICE

UC Irvine Computer Science Department Curriculum Committee

Student Representative

Irvine, CA

Sept 2023 - June 2025

- Served as the sole representative of over 2,000 undergraduate students to a faculty committee in charge of curriculum design.
- Authored the first draft of the department's new undergraduate degree requirements.
- Presented community feedback in course evaluation and design from around 100 students and alumni.

SKILLS & INTERESTS

Proficient: Python, JAX, NumPy, LaTeX

Competent: C++, TensorFlow, PyTorch, SciKit-Learn

Interests: I am interested in game theory and reinforcement learning as well as pedagogy, specifically regarding the design of curriculum and how to properly create the requisite background for students who want to learn ML.