

Nathan Monette

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EDUCATION

University of California, Irvine (3.7 GPA)

Irvine, CA

Candidate for B.S. in Computer Science, Mathematics Minor

June 2025

- 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

WORK EXPERIENCE

University of California, Irvine

Irvine, CA

Undergraduate Researcher

April 2023-Current

- Created experimental research tools for algorithmic game theory and multi-agent reinforcement learning under professor Ioannis Panageas
- Presented reviews of current literature to other researchers and attended research meetings to further self-educate in a graduate-level topic

University of California, Irvine

Irvine, CA

Undergraduate Researcher

April 2024-Current

- Developed educational tools for quantum computing, specifically with regards to demonstrations of the CHSH game in lecture for professor Shion Fukuzawa
- Explored “n-player” variants of the CHSH game and quantifications of entanglement

Foerster Lab for AI Research (FLAIR)

Oxford, UK

Research Intern

June 2024-September 2024

- Researched ways to improve the state of curriculum design in reinforcement learning under professor Jakob Foerster
- Established game-theoretic guarantees for robust meta-learning via modification of previous algorithms to fit an optimization framework

Appointments

UC Irvine Computer Science Department Curriculum Committee

Irvine, CA

Student Representative

September 2023-Current

- Served as the only student representative to a committee of professors seeking to improve the curriculum of the Computer Science degree at UCI
- Presented community feedback from students in order to enact changes in course evaluation and design
- Designed a new course to fill a growing need in the Computer Science degree at UCI: *Mathematics Toolbox for Machine Learning* (currently in process)

SKILLS & INTERESTS

Skills: TensorFlow, JAX, PyTorch, scikit-learn, Python, C++, React/React Native, SQL

Interests: I am interested in artificial intelligence and machine learning, as well as various aspects of education and mental health. Additionally, I am a lifelong water polo player with leadership experience in athletics.