Nathan Monette

Irvine, CA | https://www.linkedin.com/in/nathan-monette/ | nathanmonette1@gmail.com

EDUCATION

University of California, Irvine (3.6 GPA)

Irvine. CA

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

Graduates May 2025

- Specialization in Intelligent Systems
- Auxiliary coursework in Linear Algebra, Multivariable Calculus, Probability/Statistics

SKILLS & INTERESTS

Skills: Machine Learning, Scikit-Learn, Python, Pandas, Numpy, Matplotlib, TensorFlow **Interests:** I am interested in artificial intelligence and machine learning, particularly from a research perspective. Additionally, I am a lifelong water polo player with leadership experience in athletics.

PROJECTS

ZotScheduler (Runner-up, Best Al Hack at HackUCI)

Irvine, CA

Developer

February 2023

- Cooperated with teammates to construct a working web app in less than 36 hours
- Utilized web scraping, data manipulation, ensemble tree regression models, and search algorithms to recommend schedules to students based on a list of potential classes

FIFARank Irvine, CA

Lead Developer

December-January 2022-2023

- Utilized web scraping and data manipulation libraries in for use with machine learning models
- Applied TensorFlow-Ranking models to analyze competitive viability of FIFA players in tournaments with personalized teams

WORK EXPERIENCE

Southern California Aquatics Federation

Orange County, CA

Water Polo Referee

August 2021-April 2023

- Oversaw athlete conduct while officiating matches of high school athletes, using a detailed understanding of the water polo ruleset and attention to detail during games
- Exhibited level headedness during conflict resolution with coaches and athletes
- Implemented feedback from evaluation during clinic and mentoring sessions

LEADERSHIP EXPERIENCE

Beckman High School Water Polo

Irvine, CA

Varsity Captain

August 2020-November 2020

- Led teammates as a second to the coaching staff while training to perform at a regionally ranked level
- Guided and motivated teammates in high pressure game situations