SCOTT WERWATH

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TECHNICAL SKILLS

Languages	Python, Javascript, C, C#, Java, SQL, Julia
Frameworks	Node, .NET, Rails, MPI, Redis, RabbitMQ
Misc.	Git, WebSockets, Distributed Computing, Relational Databases

EDUCATION

University of California, Berkeley　　　　　　　　　September 2015—Expected May 2019
B.S. Electrical Engineering & Computer Sciences　　　*GPA (major): 3.9, GPA (overall): 3.6*
Minor in Linguistics

EXPERIENCE

Google　　　　　　　　　　　　　　　　　　　　　　January 2017—Present
Software Engineering Intern　　　　　　　　　　　　　　　*Mountain View, CA*

Working on the Knowledge Graph team to build a knowledge base which supplements Google Search results with semantic-search information

Developing novel Natural Language Processing (NLP) techniques to solve the Entity Linking problem

Implementing Entity Linking techniques to improve the accuracy of the Knowledge Graph's semantic network

CITRIS Foundry　　　　　　　　　　　　　　　September 2016—December 2016
Engineering Fellow　　　　　　　　　　　　　　　　　　　　*Berkeley, CA*

Prototyped embedded systems for Numericcal, a DSP and controls startup in the Foundry accelerator

Implemented and optimized linear algebra algorithms for high-performance embedded control systems

SolarCity (division of Tesla Motors)　　　　　　　June 2016—August 2016
Software Engineering Intern　　　　　　　　　　　　　　*San Francisco, CA*

Designed and built Node.js WebSocket microservice to enable real time interaction and data streaming between customers and sales representatives

Refactored .NET routes and database schemas, reducing average customer-facing API response time by 75%

RESEARCH

UC Berkeley, Energy & Resources Group　　　　　September 2016—Present

Developing integrated assessment modeling library for use by the White House, EPA, and other federal bodies to estimate the economic and environmental effects of policy decisions

Augmenting Julia library to allow users to run Monte Carlo simulations across computing clusters

UC Berkeley, Computer Sciences Division　　　　　January 2016—June 2016

Identified main challenges in performing game analysis with distributed computing systems

Developed novel algorithm for solving arbitrary abstract strategy games on distributed systems with MPI

Deployed algorithm to the Savio High Performance Computing Cluster for testing and analysis