

# SCOTT WERWATH

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## TECHNICAL SKILLS

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<b>Computer Languages</b>	Python, Java, C, HTML5, $\text{\LaTeX}$
<b>Frameworks</b>	Rails, MPI, NumPy, Bootstrap
<b>Tools</b>	Git, Microsoft Excel

## EDUCATION

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<b>University of California, Berkeley</b>	<i>Expected Graduation: December 2018</i>
Bachelor of Science: Electrical Engineering & Computer Science, Nuclear Engineering	
GPA: 3.90 (Dean's Honors)	
Member of American Nuclear Society, member of Engineers Without Borders	

<b>Carnegie Mellon University</b>	<i>Summer 2014</i>
Summer Courses	
GPA: 4.00	

## EXPERIENCE

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<b>Undergraduate Researcher</b>	January 2016–Present
<i>UC Berkeley Computer Sciences Division, Computational Game Theory Group</i>	<i>Berkeley, CA</i>

- Identified main challenges in developing game solvers on distributed computing systems
- Developing generalized algorithm for solving abstract strategy games on distributed systems using MPI
- Will deploy algorithm to the Savio Supercomputing Cluster for testing and analysis

<b>DoseNet Developer</b>	February 2016–Present
<i>UC Berkeley Department of Nuclear Engineering, RadWatch Project</i>	<i>Berkeley, CA</i>

- Maintaining code base for wireless dosimeters to monitor real-time Bay Area radiation levels.
- Upgrading Raspberry Pi hardware to include temperature and CO<sub>2</sub> sensors.
- Developing user interface to teach high school students about micro controllers and radiation detection.

## VOLUNTEERING

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<b>Website Developer, Database Administrator</b>	September 2012–May 2015
<i>Powell Economic Education Foundation</i>	<i>Richmond, VA</i>

- Designed, built, and launched a new website for the Foundation using Bootstrap framework for HTML5.
- Created and managed database for applicants to apply to PEEF's summer internship program using PHP and MySQL.
- Instructed Foundation faculty in the use of new database system.

<b>Eagle Scout Project</b>	Summer 2012
<i>The Elk Hill School</i>	<i>Charlottesville, VA</i>

- Sourced refurbished laptops from a local business.
- Managed sorting of over 400 age-appropriate books and bookshelves.
- Oversaw deployment of computer lab and library for student use

## RELEVANT COURSEWORK

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### **Carnegie Mellon University**

*Summer 2014*

- 15-122 (Principles of Imperative Computation in C)
- 21-127 (Concepts of Mathematics)

### **University of California, Berkeley**

*Fall 2015*

- CS 61B (Data Structures in Java)
- EE 16A (Designing Information Devices and Systems I)

*Spring 2016 (In Progress)*

- EE 16B (Designing Information Devices and Systems II)
- CS 198-47 (Ruby on Rails)

## TEACHING

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### **UC Berkeley Department of Electrical Engineering**

*Academic Intern, Lab Assistant*

January 2016—Present

*Berkeley, CA*

- Trained students in use of laboratory equipment and NumPy for signal processing
- Coached students in developing core engineering skills, such as circuit design and soldering.
- Tested and proofread lab documentation