

SCOTT WERWATH

2400 Durant Ave, Spens Black 405 ◊ Berkeley, California 94720
(804) · 380 · 1188 ◊ swerwath@berkeley.edu ◊ github.com/swerwath

TECHNICAL SKILLS

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|---------------------------|--|
| Computer Languages | Java, C, HTML5, Ruby, Python, MySQL, L ^A T _E X |
| Frameworks | Rails, MPI |
| Tools | Emacs, NumPy, Git, Microsoft Excel |

EDUCATION

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|---|---|
| University of California, Berkeley | <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 | |
| Carnegie Mellon University | <i>Summer 2014</i> |
| Summer Courses | |
| GPA: 4.00 | |

EXPERIENCE

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|---|----------------------|
| UC Berkeley Department of Electrical Engineering | January 2016—Present |
| <i>Academic Intern (Lab Assistant)</i> | <i>Berkeley, CA</i> |
| <ul style="list-style-type: none">· Trained students in use of laboratory equipment· Assisted students in developing core engineering skills, such as breadboarding and soldering.· Tested and proofread lab documentation | |
| The Collegiate School | Summer 2013 |
| <i>IT Assistant</i> | <i>Richmond, VA</i> |
| <ul style="list-style-type: none">· Imaged and packaged leased iMacs and Chromebooks for return according to leaser's specifications.· Deployed new Macbooks for use by students on school network.· Oversaw migration and set up of wireless network routers and modems to new building. | |

VOLUNTEERING

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|--|----------------------------|
| Powell Economic Education Foundation | Fall 2012—Fall 2015 |
| <i>Website Developer and Database Administrator</i> | <i>Richmond, VA</i> |
| <ul style="list-style-type: none">· 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. | |
| The Elk Hill School | Summer 2012 |
| <i>Eagle Scout Project</i> | <i>Charlottesville, VA</i> |
| <ul style="list-style-type: none">· 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

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)

RESEARCH

UC Berkeley Department of Computer Sciences

Undergraduate Researcher, Computational Game Theory

January 2016—Present

Berkeley, CA

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

UC Berkeley Department of Nuclear Engineering

Research Developer, RadWatch/DoseNet Project

February 2016—Present

Berkeley, CA

- Maintain code base for wireless dosimeters to monitor real-time Bay Area radiation levels.
- Upgrading Raspberry Pi hardware to include temperature and CO₂ sensors.
- Developing educational user interface to teach high school students about micro controllers.