SCOTT WERWATH

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TECHNICAL SKILLS

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

EDUCATION

University of California, Berkeley September 2015—December 2018
B.S. Electrical Engineering & Computer Sciences *GPA (major): 3.8, GPA (overall): 3.5*
Minor: Linguistics

EXPERIENCE

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

Prototyping embedded systems for Numericcal, a DSP and controls startup in the Foundry accelerator
Implementing and optimizing linear algebra algorithms for high-performance embedded control systems

Research Developer September 2016—Present
UC Berkeley, Energy & Resources Group *Berkeley, CA*

Developing integrated assessment modeling libraries for use by the White House, EPA, and other federal bodies to estimate the economic and environmental effects of policy decisions
Building models to solve economic dynamic programming problems, solving challenges ranging from cluster computing with MPI to low-level SIMD instruction optimization

Software Engineering Intern June 2016—August 2016
SolarCity *San Francisco, CA*

Designed and built Node.js WebSocket microservice to enable real time interaction and data streaming between customers and sales representatives
Refactored routes in customer-facing .NET API, reducing average response time by 75%

Researcher, Computational Game Theory Group January 2016—June 2016
UC Berkeley, Computer Sciences Division *Berkeley, CA*

Identified main challenges in performing game analysis with distributed computing systems
Developed novel algorithm for solving arbitrary abstract strategy games on distributed systems using OpenMPI
Deployed algorithm to the Savio Supercomputing Cluster for testing and analysis

Academic Intern January 2016—Present
UC Berkeley, Electrical Engineering Division *Berkeley, CA*

Trained students in use of laboratory equipment and NumPy for signal processing
Taught students core engineering skills, e.g. circuit design, prototyping, and debugging
Wrote and debugged course content, such as labs and exams, to evaluate and improve student understanding