

# SCOTT WERWATH

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## TECHNICAL SKILLS

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<b>Languages</b>	C++, Python, C, C#, Java, Javascript
<b>Frameworks</b>	Tensorflow, MapReduce, NumPy, MPI, Node, .NET
<b>Misc.</b>	Git, Neural Networks, WebSockets, Relational Databases, Redis

## EDUCATION

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<b>University of California, Berkeley</b>	September 2015–Expected May 2019
B.S. Electrical Engineering & Computer Sciences	<i>GPA (major): 3.9, GPA (overall): 3.6</i>

## WORK EXPERIENCE

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<b>Facebook</b>	May 2017 –Present
<i>Software Engineering Intern</i>	<i>Seattle, Washington</i>

Building service to symbolize addresses in ELF files

<b>Google</b>	January 2017–May 2017
<i>Software Engineering Intern</i>	<i>Mountain View, California</i>

Developed novel Machine Learning and NLP techniques to disambiguate entity mentions in unstructured text based on linguistic context

Wrote large-scale data processing pipelines for example generation, model training, and model evaluation

<b>CITRIS Foundry</b>	September 2016–December 2016
<i>Engineering Fellow</i>	<i>Berkeley, California</i>

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

<b>SolarCity (division of Tesla Motors)</b>	June 2016–August 2016
<i>Software Engineering Intern</i>	<i>San Francisco, California</i>

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

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<b>UC Berkeley, Energy &amp; Resources Group</b>	September 2016–December 2016
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Developed 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

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

<b>UC Berkeley, Computer Sciences Division</b>	January 2016–June 2016
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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