# SCOTT WERWATH

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#### TECHNICAL SKILLS

Computer Languages Python, Java, C, HTML5, LATEX

Frameworks Rails, MPI, Bootstrap

Tools Git, NumPy, Microsoft Excel

#### **EDUCATION**

#### University of California, Berkeley

Expected Graduation: December 2018

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

Summer 2014

Summer Courses GPA: 4.00

#### **EXPERIENCE**

## UC Berkeley Department of Computer Sciences

January 2016—Present

Berkeley, CA

Undergraduate Researcher, Computational Game Theory Group

- · 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

## UC Berkeley Department of Nuclear Engineering

February 2016—Present

DoseNet Developer, RadWatch Project

Berkeley, CA

- · 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 educational user interface to teach high school students about micro controllers.

#### VOLUNTEERING

#### **Powell Economic Education Foundation**

September 2012—May 2015

Website Developer and Database Administrator

Richmond, VA

- · 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

Eagle Scout Project

Charlottesville, VA

- · 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)

#### **TEACHING**

## UC Berkeley Department of Electrical Engineering

January 2016—Present Berkeley, CA

Academic Intern, Lab Assistant

- · 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