

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	<i>GPA (major): 3.8, GPA (overall): 3.5</i>
Minor: Linguistics	

EXPERIENCE

Engineering Fellow	September 2016–Present
<i>CITRIS Foundry</i>	<i>Berkeley, CA</i>

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
<i>UC Berkeley, Energy & Resources Group</i>	<i>Berkeley, CA</i>

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
<i>SolarCity</i>	<i>San Francisco, CA</i>

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–Present
<i>UC Berkeley, Computer Sciences Division</i>	<i>Berkeley, CA</i>

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
<i>UC Berkeley, Electrical Engineering Division</i>	<i>Berkeley, CA</i>

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