SCOTT WERWATH

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TECHNICAL SKILLS

Languages	Python, Javascript, C, C#, Java, SQL, Julia
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): 3.9, GPA (overall): 3.6*
Minor: Linguistics

EXPERIENCE

Google January 2017—Present
Software Engineering Intern *Mountain View, CA*

UC Berkeley, Energy & Resources Group September 2016—Present
Researcher *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

CITRIS Foundry September 2016—December 2016
Engineering Fellow *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

SolarCity June 2016—August 2016
Software Engineering Intern *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%

UC Berkeley, Computer Sciences Division January 2016—June 2016
Researcher *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