SCOTT WERWATH

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TECHNICAL SKILLS

Languages Python, C, C++, C#, Java, Javascript

Frameworks Tensorflow, MapReduce, NumPy, MPI, Node, .NET

Misc. Git, Neural Networks, WebSockets, Relational Databases, Redis

EDUCATION

University of California, Berkeley

September 2015—Expected May 2019 GPA (major): 3.9, GPA (overall): 3.6

B.S. Electrical Engineering & Computer Sciences

WORK EXPERIENCE

Google

January 2017—May 2017

Software Engineering Intern

Mountain View, California

Developed novel Machine Learning techniques to disambiguate entity mentions based on linguistic context Wrote large-scale data processing pipelines for example generation, model training, and model evaluation

CITRIS Foundry

September 2016—December 2016

Engineering Fellow

Berkeley, California

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

SolarCity (division of Tesla Motors)

June 2016—August 2016

Software Engineering Intern

San Francisco, California

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

UC Berkeley, Energy & Resources Group

September 2016—December 2016

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

UC Berkeley, Computer Sciences Division

January 2016—June 2016

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