SCOTT WERWATH

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TECHNICAL SKILLS

Languages	Python, Javascript, C, C#, Java, SQL, Julia
Frameworks	Node, .NET, Rails, MPI, Redis, RabbitMQ
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*

CITRIS Foundry   September 2016—December 2016

Engineering Fellow   *Berkeley, CA*

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   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 and database schemas, reducing average customer-facing API response time by 75%

RESEARCH

UC Berkeley, Energy & Resources Group   September 2016—Present

Developing 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

Augmenting 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 using OpenMPI

Deployed algorithm to the Savio High Performance Computing Cluster for testing and analysis