

# SCOTT WERWATH

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## TECHNICAL SKILLS

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<b>Computer Languages</b>	Java, C, HTML5, Ruby, Python, MySQL, L <sup>A</sup> T <sub>E</sub> X
<b>Frameworks</b>	Rails, MPI
<b>Tools</b>	Emacs, NumPy, Git, Microsoft Excel

## EDUCATION

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<b>University of California, Berkeley</b>	<i>Expected Graduation: December 2018</i>
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	
<b>Carnegie Mellon University</b>	<i>Summer 2014</i>
Summer Courses	
GPA: 4.00	

## EXPERIENCE

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<b>UC Berkeley Department of Electrical Engineering</b>	January 2016—Present
<i>Academic Intern (Lab Assistant)</i>	<i>Berkeley, CA</i>
<ul style="list-style-type: none"><li>· Trained students in use of laboratory equipment and NumPy for signal processing</li><li>· Coached students in developing core engineering skills, such as circuit design and soldering.</li><li>· Tested and proofread lab documentation</li></ul>	
<b>The Collegiate School</b>	Summer 2013
<i>IT Assistant</i>	<i>Richmond, VA</i>
<ul style="list-style-type: none"><li>· Imaged and packaged leased iMacs and Chromebooks for return according to leaser's specifications.</li><li>· Deployed new Macbooks for use by students on school network.</li><li>· Oversaw migration and set up of wireless network routers and modems to new building.</li></ul>	

## VOLUNTEERING

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<b>Powell Economic Education Foundation</b>	Fall 2012—Fall 2015
<i>Website Developer and Database Administrator</i>	<i>Richmond, VA</i>
<ul style="list-style-type: none"><li>· Designed, built, and launched a new website for the Foundation using Bootstrap framework for HTML5.</li><li>· Created and managed database for applicants to apply to PEEF's summer internship program using PHP and MySQL.</li><li>· Instructed Foundation faculty in the use of new database system.</li></ul>	
<b>The Elk Hill School</b>	Summer 2012
<i>Eagle Scout Project</i>	<i>Charlottesville, VA</i>
<ul style="list-style-type: none"><li>· Sourced refurbished laptops from a local business.</li><li>· Managed sorting of over 400 age-appropriate books and bookshelves.</li><li>· Oversaw deployment of computer lab and library for student use</li></ul>	

## RELEVANT COURSEWORK

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### **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)

## RESEARCH

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### **UC Berkeley Department of Computer Sciences**

*Undergraduate Researcher, Computational Game Theory*

January 2016—Present

*Berkeley, CA*

- Identified main challenges in developing game solvers on distributed computing systems
- Developed generalized algorithm for solving abstract strategy games using MPI
- Deployed algorithm to the Savio Supercomputing Cluster for testing and analysis

### **UC Berkeley Department of Nuclear Engineering**

*Research Developer, RadWatch/DoseNet Project*

February 2016—Present

*Berkeley, CA*

- Maintain 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.