

SCOTT WERWATH

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TECHNICAL SKILLS

Computer Languages	Java, C, HTML5, Ruby, Python, MySQL, L ^A T _E X
Frameworks	Rails, MPI
Tools	Emacs, NumPy, Git, Microsoft Excel

EDUCATION

University of California, Berkeley	<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	
Carnegie Mellon University	<i>Summer 2014</i>
Summer Courses	
GPA: 4.00	

EXPERIENCE

UC Berkeley Department of Electrical Engineering	January 2016—Present
<i>Academic Intern, Lab Assistant</i>	<i>Berkeley, CA</i>

- Trained students in use of laboratory equipment and NumPy for signal processing
- Coached students in developing core engineering skills, such as circuit design and soldering.
- Tested and proofread lab documentation

The Collegiate School	Summer 2013
<i>IT Assistant</i>	<i>Richmond, VA</i>

- Imaged and packaged leased iMacs and Chromebooks for return according to leaser's specifications.
- Deployed new Macbooks for use by students on school network.
- Oversaw migration and set up of wireless network routers and modems to new building.

VOLUNTEERING

Powell Economic Education Foundation	Fall 2012—Fall 2015
<i>Website Developer and Database Administrator</i>	<i>Richmond, VA</i>

- Designed, built, and launched a new website for the Foundation using Bootstrap framework for HTML5.
- Created and managed database for applicants to apply to PEEF's summer internship program using PHP and MySQL.
- Instructed Foundation faculty in the use of new database system.

The Elk Hill School	Summer 2012
<i>Eagle Scout Project</i>	<i>Charlottesville, VA</i>

- Sourced refurbished laptops from a local business.
- Managed sorting of over 400 age-appropriate books and bookshelves.
- Oversaw deployment of computer lab and library for student use

RELEVANT COURSEWORK

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

UC Berkeley Department of Computer Sciences

Undergraduate Researcher, Computational Game Theory Group

January 2016—Present

Berkeley, CA

- Identified main challenges in developing game solvers on distributed computing systems
- Developing generalized algorithm for solving abstract strategy games on distributed systems using MPI
- Will deploy 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

- Maintaining code base for wireless dosimeters to monitor real-time Bay Area radiation levels.
- Upgrading Raspberry Pi hardware to include temperature and CO₂ sensors.
- Developing educational user interface to teach high school students about micro controllers.