

SCOTT WERWATH

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TECHNICAL SKILLS

| | |
|-------------------|--|
| Languages | Python, Javascript, C, C++, Java, SQL |
| Frameworks | Node, .NET, Rails, MPI, Redis, RabbitMQ |
| Misc. | Git, NLP, ML, WebSockets, Relational Databases |

EDUCATION

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|---|---|
| University of California, Berkeley | September 2015–Expected May 2019 |
| B.S. Electrical Engineering & Computer Sciences | <i>GPA (major): 3.9, GPA (overall): 3.6</i> |
| Minor in Linguistics | |

EXPERIENCE

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| Google | January 2017–Present |
| <i>Software Engineering Intern</i> | <i>Mountain View, CA</i> |
| Working on the Knowledge Graph team to build a knowledge base which supplements Google Search and Google Home results with semantic-search information | |
| Developing novel Machine Learning techniques to disambiguate entity mentions based on linguistic context | |

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| CITRIS Foundry | September 2016–December 2016 |
| <i>Engineering Fellow</i> | <i>Berkeley, CA</i> |
| 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 | |

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| SolarCity (division of Tesla Motors) | June 2016–August 2016 |
| <i>Software Engineering Intern</i> | <i>San Francisco, CA</i> |
| 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

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| 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 | |

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| 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 | |