

# SCOTT WERWATH

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## TECHNICAL SKILLS

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(Ordered by experience, descending)

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|-------------------|--------------------------------------------------------------|
| <b>Languages</b>  | Python, Javascript, C, C#, Java, SQL, Ruby, Elixir           |
| <b>Frameworks</b> | Node, .NET, Rails, Redis, Angular                            |
| <b>Misc.</b>      | Git, WebSockets, Distributed Computing, Relational Databases |

## EDUCATION

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|----------------------------------------------------------------|-------------------------------------|
| <b>University of California, Berkeley</b>                      | <i>September 2015–December 2018</i> |
| Bachelor of Science, Electrical Engineering & Computer Science |                                     |
| Minor: Linguistics                                             |                                     |

## EXPERIENCE

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|------------------------------------|--------------------------|
| <b>Software Engineering Intern</b> | June 2016–August 2016    |
| <i>SolarCity</i>                   | <i>San Francisco, CA</i> |

Designed and built Node.js WebSocket microservice to enable interaction with and stream data to customers and sales representatives in real time

Refactored routes in customer-facing .NET API, reducing average response time by 75%

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|------------------------------------------------------------------|----------------------|
| <b>Undergraduate Researcher, Computational Game Theory Group</b> | January 2016–Present |
| <i>UC Berkeley, Computer Sciences Division</i>                   | <i>Berkeley, CA</i>  |

Identified main challenges in developing game solvers on distributed computing systems

Developed novel algorithm for solving arbitrary abstract strategy games on distributed systems using OpenMPI

Deployed algorithm to the Savio Supercomputing Cluster for testing and analysis

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|-----------------------------------------------------|----------------------|
| <b>Academic Intern, Course Reader</b>               | January 2016–Present |
| <i>UC Berkeley, Electrical Engineering Division</i> | <i>Berkeley, CA</i>  |

Trained students in use of laboratory equipment and NumPy for signal processing

Taught students core engineering skills, e.g. circuit design, prototyping, debugging

Wrote and debugged course content, such as labs and exams, to evaluate and improve student understanding

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|-------------------------------------------------------|-------------------------|
| <b>Research Developer, RadWatch Project</b>           | February 2016–June 2016 |
| <i>UC Berkeley, Department of Nuclear Engineering</i> | <i>Berkeley, CA</i>     |

Maintained code base for wireless dosimeters to monitor real-time radiation levels in the Bay Area, Fukushima, South Korea, and beyond.

Constructed dosimetry circuitry for Raspberry Pi-based monitoring stations

Deployed and tested station hardware

## VOLUNTEERING

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|--------------------------------------------------|-------------------------|
| <b>Website Developer, Database Administrator</b> | September 2012–May 2015 |
| <i>Powell Economic Education Foundation</i>      | <i>Richmond, VA</i>     |

Designed, built, and launched a new website for the Powell Foundation

Built and managed database for applications to Powell's job placement program in PHP and MySQL

Instructed Powell Foundation faculty in the use of the database