

SCOTT WERWATH

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TECHNICAL SKILLS

Languages	C++, Python, C, C#, Java, Javascript
Frameworks	Tensorflow, MapReduce, NumPy, MPI, Node, .NET
Misc.	Git, Neural Networks, WebSockets, Relational Databases, Redis

EDUCATION

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>

WORK EXPERIENCE

Facebook	May 2017 –Present
<i>Software Engineering Intern</i>	<i>Seattle, Washington</i>

Building centralized service to profile production servers across all of Facebook's data centers

Google	January 2017–May 2017
<i>Software Engineering Intern</i>	<i>Mountain View, California</i>

Developed novel Machine Learning and NLP techniques to disambiguate entity mentions in unstructured text based on linguistic context

Wrote large-scale data processing pipelines for example generation, model training, and model evaluation

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

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

UC Berkeley, Energy & Resources Group	September 2016–December 2016
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Developed 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

Augmented Julia library to allow users to run Monte Carlo simulations across computing clusters

UC Berkeley, Computer Sciences Division	January 2016–June 2016
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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