Scott Werwath

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EDUCATION

University of California, Berkeley   September 2015—Expected May 2019
B.S. Electrical Engineering & Computer Sciences   *GPA (major): 3.9, GPA (overall): 3.6*

WORK EXPERIENCE

Facebook   May 2017 —August 2017
Software Engineering Intern   *Seattle, Washington*

Designed and built centralized service to parse binaries, cache their symbol tables, and efficiently serve requests for symbolization of address stacks

Integrated new service into profiling tool deployed across every host in Facebook's fleet, reducing its p90 memory usage by 20% and allowing for the use of more accurate sampling techniques

Google   January 2017—May 2017
Software Engineering Intern   *Mountain View, California*

Developed 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
Engineering Fellow   *Berkeley, California*

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)   June 2016—August 2016
Software Engineering Intern   *San Francisco, California*

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 San Francisco, Institute for Computational Health Science   September 2017—Present

Writing deep learning models to locate and classify potential lung tumors in 3D Chest CT images

Creating multi-terabyte data pipelines on AWS for data generation, preprocessing, training, and evaluation

UC Berkeley, Energy & Resources Group   September 2016—December 2016

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

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