

SCOTT WERWATH

1930 Channing Way, Apt. 3E ◊ Berkeley, California 94704
(804) 380-1188 ◊ sbw@berkeley.edu ◊ swerwath.github.io

TECHNICAL SKILLS

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

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>
Minor in Linguistics	

EXPERIENCE

Google	January 2017—Present
<i>Software Engineering Intern</i>	<i>Mountain View, Calif.</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	

CITRIS Foundry	September 2016—December 2016
<i>Engineering Fellow</i>	<i>Berkeley, Calif.</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, Calif.</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—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	

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	