SCOTT WERWATH

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TECHNICAL SKILLS

Computer Languages	Java, Python, C, HTML5, LaTeX
Frameworks	Rails, MPI
Tools	Emacs, NumPy, Git, Microsoft Excel

EDUCATION

University of California, Berkeley *Expected Graduation: December 2018*
Bachelor of Science: Electrical Engineering & Computer Science, Nuclear Engineering
GPA: 3.90 (Dean's Honors)
Member of American Nuclear Society, member of Engineers Without Borders

Carnegie Mellon University *Summer 2014*
Summer Courses
GPA: 4.00

EXPERIENCE

UC Berkeley Department of Electrical Engineering January 2016—Present
Academic Intern, Lab Assistant *Berkeley, CA*

- Trained students in use of laboratory equipment and NumPy for signal processing
- Coached students in developing core engineering skills, such as circuit design and soldering.
- Tested and proofread lab documentation

The Collegiate School Summer 2013
IT Assistant *Richmond, VA*

- Imaged and packaged leased iMacs and Chromebooks for return according to leaser's specifications.
- Deployed new Macbooks for use by students on school network.
- Oversaw migration and set up of wireless network routers and modems to new building.

VOLUNTEERING

Powell Economic Education Foundation Fall 2012—Fall 2015
Website Developer and Database Administrator *Richmond, VA*

- Designed, built, and launched a new website for the Foundation using Bootstrap framework for HTML5.
- Created and managed database for applicants to apply to PEEF's summer internship program using PHP and MySQL.
- Instructed Foundation faculty in the use of new database system.

The Elk Hill School Summer 2012
Eagle Scout Project *Charlottesville, VA*

- Sourced refurbished laptops from a local business.
- Managed sorting of over 400 age-appropriate books and bookshelves.
- Oversaw deployment of computer lab and library for student use

RELEVANT COURSEWORK

Carnegie Mellon University
Summer 2014

- 15-122 (Principles of Imperative Computation in C)
- 21-127 (Concepts of Mathematics)

University of California, Berkeley
Fall 2015

- CS 61B (Data Structures in Java)
- EE 16A (Designing Information Devices and Systems I)

Spring 2016 (In Progress)

- EE 16B (Designing Information Devices and Systems II)
- CS 198-47 (Ruby on Rails)

RESEARCH

UC Berkeley Department of Computer Sciences January 2016—Present
Undergraduate Researcher, Computational Game Theory Group *Berkeley, CA*

- Identified main challenges in developing game solvers on distributed computing systems
- Developing generalized algorithm for solving abstract strategy games on distributed systems using MPI
- Will deploy algorithm to the Savio Supercomputing Cluster for testing and analysis

UC Berkeley Department of Nuclear Engineering February 2016—Present
Research Developer, RadWatch/DoseNet Project *Berkeley, CA*

- Maintaining code base for wireless dosimeters to monitor real-time Bay Area radiation levels.
- Upgrading Raspberry Pi hardware to include temperature and CO_2 sensors.
- Developing educational user interface to teach high school students about micro controllers.