

SCOTT WERWATH

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TECHNICAL SKILLS

(Ordered by experience, descending)

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

EDUCATION

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

EXPERIENCE

Research Developer	June 2016–August 2016
<i>UC Berkeley, Energy & Resources Group</i>	<i>Berkeley, CA</i>

Developing integrated assessment modeling libraries used by the White House, EPA, and other federal bodies to compute economic and environmental projections

Augmenting libraries to enable them to run across a distributed computing cluster

Software Engineering Intern	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%

Researcher, Computational Game Theory Group	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

Academic Intern	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

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

Maintained code base for wireless dosimeters to monitor radiation levels in the Bay Area and Fukushima.

Constructed dosimetry circuitry for Raspberry Pi-based monitoring stations

Deployed and tested station hardware