

Seth Rojas

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EDUCATION

University of Arizona, W.A Franke Honors College

Bachelor of Science in Computer Science | Minors in Economics & Spanish

Tucson, Arizona

Expected May 2028

GPA: 4.0

Awards: Flinn Scholar, Hispanic Scholarship Fund Scholar, Hispanic Heritage Foundation: Silver in Technology, College Board National Hispanic Recognition Program Scholar, Arizona Seal of Biliteracy: Spanish, Dean's List with Distinction

Organizations: Society of Hispanic Engineers, ColorStack, Intramural Basketball Champion, MLB Pipeline Program

SKILLS

Programming languages: Python, Java, SQL, R, Swift, TypeScript, JavaScript, HTML/CSS, XML

Technologies: Git, GitHub, PostgreSQL, SQLite, SwiftData, Turso, pandas, NumPy, scikit-learn, Matplotlib, Docker, FastAPI, BeautifulSoup, ggplot2, Tidyverse, React Native, Google Cloud, Streamlit, MS Office, VSCode, RStudio

Courses: Data Structures & Algorithms, Software Development, Data Science, Linear Algebra, Discrete Math, Statistics

EXPERIENCE

University of Arizona Athletics

Tucson, Arizona

Data Science Intern

October 2025 – Present

- Collaborated with the Arizona Football General Manager to develop and present a proprietary player valuation engine, fully deployed via a Streamlit dashboard and actively used for the January transfer portal cycle
- Architected a scalable ETL pipeline using Python and Amazon Aurora PostgreSQL, ingesting and normalizing 200,000+ historical records to create a centralized data warehouse supporting complex feature engineering
- Engineered a market arbitrage system evaluating 5,000+ candidates using Monte Carlo simulations and context-aware regression modeling; quantified market valuation gaps and optimized revenue sharing allocation

University of Arizona Department of Computer Science

Tucson, Arizona

Independent Student Research Intern

January 2025 – October 2025

- Engineered 2 novel metrics in R and Python to predict a college basketball transfer player's fit and value at a player role and team archetype using k-means clustering, k-nearest neighbors, and principal component analysis
- Developed a 35,000+ player and team SQLite database and ETL pipeline, web scraping 363 team websites using BeautifulSoup, extracting player information by Llama's LLM API, and merging with 4 basketball databases
- Built and deployed a FastAPI backend on Google Cloud; developed a full-stack web dashboard using React and Turso, to effectively communicate to audiences complex research findings for oral poster presentation

Pairgap

New York City, New York

Remote Technology Consultant Intern

June 2025 – August 2025

- Presented and organized an effective app development strategy, weighing 3 development options based on cost and time efficiency, as well as communicating a clear plan for a most viable product to 5-person operations team
- Collaborated over virtual meetings with marketing team to develop user engagement strategies to reach 500 users

University of Arizona Department of Electrical and Computer Engineering

Tucson, Arizona

Mobile Application Developer Intern

June 2023 – August 2024

- Collaborated on a 3-person development team to build a Java medical stress management tracker that integrated live heart rate variability API data, 3 targeted yoga breathing exercises, and 2 post-session data visualizations

PROJECTS

FlowCode – CalHacks 2025

- Collaborated in a 3-person team to develop and demo an IDE-integrated AI project manager in 36 hours
- Built an agentic workflow using Python and the Claude LLM API to extract todos from copilot queries, recursively generate milestones, and merge them with existing ones; deployed 3 agents on Fetch.ai Agentverse

Snap Stats

- Engineered a native iOS basketball statistics application using Swift and SwiftData, designing data schemas, user navigation flows, and intuitive UI components to effortlessly track live basketball game performances

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- Built an iOS demo application to view and preorder buffet items at dorm dining hall using Swift and SwiftData

College Football EPA Model

- Developed a multinomial logistic regression model to estimate the expected points of any DI college football play