

Seth Metcalf

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EDUCATION

University of California, Berkeley <i>B.A. in Data Science & Economics</i>	Aug 2020 – May 2024 Berkeley, CA
• Selected Coursework: Machine Learning, Probability, Econometrics, Data Structures, Statistical Prediction.	

EXPERIENCE

Data Scientist, Compensation Systems <i>Mercor</i>	Aug 2025 – Present Remote
• Built and maintained the end-to-end bonus payment system for hundreds of contractors, validating weekly payouts totaling hundreds of thousands of dollars.	
Senior Frontend Developer, LLM Systems <i>[AI Company]</i>	Jan 2025 – Jul 2025 San Francisco, CA
• Improved accuracy and pass rates of a large-scale, chat-based code assistant by developing targeted datasets that revealed common failure patterns in React/Next.js/FastAPI tasks.	
Data Scientist/Finance Intern <i>Berkshire Hathaway Homestate Companies</i>	June 2023 – May 2024 San Francisco, CA
• Identified \$15k/month in unused corporate phone and car expenses through automated reporting and presented findings directly to the CFO.	
• Set up and evaluated LLMs (BART, Llama, MPT, Vulcan, etc.) in Databricks for internal use while maintaining strict client-data privacy.	
• Built a sentiment-analysis system for client communications (Python + SQL) and integrated results into PowerBI dashboards used for ongoing internal monitoring.	
Full-Stack Developer, Founder <i>GFXTheory LLC</i>	2017 – 2025 Remote
• Built and maintained production websites and design systems for clients in gaming, real estate, freight, and tech, using React, TypeScript, Tailwind, and standard web tooling.	
• Delivered recurring development and UX work for companies with 50+ employees, focusing on usability, responsiveness, and maintainability.	

PROJECTS

AI Poker Bot (TypeScript, Node.js, Express, Puppeteer, SQLite)
• Built an autonomous poker-playing agent that ingests live game state and makes real-time decisions using poker heuristics and LLM-based strategy.
• Engineered Puppeteer + PokerNow API scraping to capture player actions and board state with minimal latency.
• Created a SQLite-backed opponent profiling system with state validation and safety checks to ensure consistent in-game actions.

SKILLS

Programming: Python, JavaScript/TypeScript, Java, C, SQL, R
ML/AI: scikit-learn, Hugging Face Transformers, PyTorch, TensorFlow, PySpark, LLM fine-tuning, prompt engineering
Web Development: React, Next.js, Tailwind, Redux, Django, FastAPI, Node.js, REST APIs
Data/Infrastructure: ETL pipelines, Spark, SQLite, Supabase, Airtable, PostgreSQL, MySQL
Cloud/DevOps: GitHub Actions, Azure DevOps, basic AWS experience
Testing: Python unit testing (pytest/unittest)
Other: Git, Databricks, Snowflake, Google Cloud Platform, accessibility (ARIA, semantic HTML), component libraries (e.g., MUI, shadcn)