

Stevin George

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EDUCATION

University of Central Florida

Orlando, FL

B.S. in Computer Science

May 2028

- **Relevant Coursework:** Computer Logic, C Programming, Calculus I-II, Data Structures, OOP
- **Leadership/Involvement:** Active member of Knight Hacks, Graphics Programming Knights, and Association of Computing Machinery; **Designed and led** technical workshops for **ACM** and **GPK** teaching **over 25** students

TECHNICAL SKILLS

Languages: Lua, Python, Java, C, JavaScript, TypeScript, SQL, HTML/CSS

Frameworks: React, React Native, SpringBoot, Vite, Rojo, Next.js, Flask, Tailwind CSS

Developer Tools: Git, VS Code, Visual Studio, Eclipse

Certifications: Unity Certified Programmer, Microsoft Office Suite, Adobe Creative Cloud

PROJECTS

TideSense | *React Native, TypeScript, Python*

Nov. 2025

- Engineered a **full-stack, AI-powered mobile safety companion** using computer vision to detect and classify dangerous rip tide currents from a smartphone camera
- Integrated **TensorFlow Lite** for on-device object detection and post-processed noisy model outputs using weighted averaging for improved stability and reliability
- Leveraged the **Gemini API** for an intelligent safety assistant, providing contextual advice and generating audio summaries of risk levels via the **ElevenLabs API**

Next Step | *Next.js, React, TypeScript, Tailwind CSS, Python, Flask*

Sep. 2025

- **3rd place winner** out of 50 projects for **State Farm Challenge** at the ShellHacks 2025 hackathon
- Built an **AI-powered insurance education tool** using conversational, voice-based simulations to teach Auto, Home, and Health insurance
- Integrated **Vapi AI voice agents** to engage users in real-time, decision-based scenarios with safety and knowledge scoring

FE-AI | *React, TypeScript, Vite*

Jun. 2025

- Developed a **full-stack, AI-powered exam preparation tool** at the 12-hour **GemiKnights Hackathon** with a goal to improve the **45.5%** pass rate of the UCF Computer Science Foundation Exam
- Integrated **TLDraw** to create an interactive whiteboard feature which allowed users to hand write their solutions, a requirement on the actual exam
- Leveraged the **Gemini API** to build the core AI-powered grading functionality, providing instant feedback on handwritten solutions

RELEVANT EXPERIENCE

Founder & Lead Game Engineer

Jan . 2024 – Present

ABA Studios

Orlando, FL

- Developed and maintained game experiences across puzzle and educational genres, reaching **7,000+** concurrent players, over **500M+** visits, and **20K+** in Revenue
- Engineered a high-performance, modular architecture using React-Lua and Knit; integrated the Zap networking library to reduce event latency by **40%** and ensure a stable experience under heavy server load.
- Oversaw the full development lifecycle, managing external 3D modelers and designers to deliver full-featured projects, driving one game to over **80M+** total plays

Programming Tutor

Sep. 2020 – Mar. 2021

Self Employed

Orlando, FL

- Designed and iterated on **3 lesson tracks** based on skill assessment, delivering **90+ personalized 1:1 sessions** to maximize learning efficiency.
- Translated complex Lua programming concepts (e.g., OOP, event handling) into accessible instruction for **35+ students**, fostering strong technical communication and clarity.
- Maintained an average student satisfaction rating of **4.8/5.0 stars**, directly correlating individualized instruction with a significant increase in student project completion and programming confidence.