

Eric George

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EDUCATION

University of Central Florida

Bachelor of Science in Computer Science GPA: 3.847/4.0

Orlando, FL

May 2027

TECHNICAL SKILLS

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

Frameworks & Technologies: React, Next.js, TailwindCSS, Supabase, FastAPI, AWS, Docker, NodeJS, PostgreSQL, tRPC, Prisma, MongoDB, OpenCV, Mediapipe

Tools & Concepts: Git, CI/CD, Linux, Unit Testing, Agile, REST APIs

PROFESSIONAL EXPERIENCE

Software Engineer Intern

Aug. 2024 – Present

Siemens Energy

Orlando, FL

- Developed a Java frontend for a computational app used by **1,000+ engineers**, integrating Python/Matlab scripts and optimizing UI for **20% faster load times**.
- Maintained a CI/CD pipeline for efficient testing, deployment, and continuous application updates, automating releases and **reducing deployment time by 50%**.
- Implemented GitFlow branching strategy utilizing feature branches and pull requests, **accelerating feature integration by 30%** and reducing code review cycle time by **15%**.
- Enhanced SharePoint infrastructure to improve accessibility and centralization of internal tools, enabling **wider cross-team adoption** and streamlining workflow efficiency across departments.

PROJECTS

Emergent | *Next.js, React, TypeScript, TailwindCSS, Framer Motion, Google ADK, Gemini, FastAPI*

- Won **Best Overall Hack** at KnightHacks 2025 and secured **2nd Place in the Google ADK Challenge** for innovation in AI-driven human behavior simulation.
- Developed an AI-powered crisis simulation platform that models the reactions of **50+ unique personas** through a 13-phase disaster timeline to aid emergency managers in training and response planning.
- Engineered a full-stack system integrating a Next.js/React frontend with a FastAPI backend and Google ADK + Gemini for intelligent multi-agent simulation, achieving realistic human behavior modeling.
- Implemented concurrent agent simulation via ADK's ParallelAgent **reducing latency by 60%** and enable real-time visualization of persona interactions on a dynamic GIS map.

SignHero | *Python, MediaPipe, MobileNetV2, OpenCV, Next.js, MongoDB, tRPC, Prisma*

- Won **2nd Overall** and **Best Game Design** at SwampHacks by building an AI-powered ASL rhythm game, ranking above **40+ teams** through strong gameplay polish and UX.
- Built real-time hand tracking and gesture classification using MediaPipe and a custom MobileNetV2 model, achieving **sub-50ms latency** and **90%+ recognition accuracy**.
- Designed adaptive gameplay systems (scoring, timing windows, difficulty scaling) supporting **multiple skill levels**, with new users succeeding in **under 2 minutes**.

UCF SASE Website | *Next.js, Supabase, PostgreSQL, TypeScript*

- Developed and deployed the official UCF SASE website serving **300+ active users**, centralizing event information, resources, and membership tools to enhance community engagement.
- Implemented secure authentication, event management dashboards, and a admin board, **streamlining administrative tasks for 15+ officers** and reducing manual workflows by **over 50%**.

LEADERSHIP EXPERIENCE

Computer Science Technical Chair

Jun. 2025 – Present

Society of Asian Scientists and Engineers (SASE)

Orlando, FL

- Organized and led engaging technical workshops on web development, AI, and algorithms, fostering an inclusive learning environment and boosting **CS-related participation by 35%**.
- Founded and led the UCF SASE Web Development Team, managing **15+ developers** across frontend, backend, and UI/UX to ship internal tools/projects used by the organization.