

Abraham Steve Colina

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Education

University of Texas San Antonio | Full Time San Antonio, TX
Bachelor of Science in Computer Science Dean's List Student (3.8 GPA) Aug 2023 - Present
Relevant Coursework: Data Structures, Application Programming, Systems Programming
Organizations: ACM, Rowdy Creators, ICPC, UTSA Bold Scholars, VOICES, NTHS Secretary

Experience

Software Engineer Intern | Flutter, Dart, Git U.S. Remote
Shop Online New York Mar 2025 - Present

- Following Figma design specifications to develop a cross-platform Flutter application supporting user, admin, seller, and buyer roles with distinct access controls for navigation and functionality with a cross-functional collaborative team
- Utilizing Jira to integrate Firebase for real-time database management, authentication, and cloud storage, ensuring secure data handling and responsive user interactions

Web Developer | HTML, CSS, JavaScript U.S. Remote
Byrna Leeward Feb 2025 - Present

- Designed and developed a Shopify e-commerce website using Liquid, HTML, and CSS, increasing site traffic by 40% and improving conversion rates by 22%

Web Developer | HTML, CSS, JavaScript U.S. Remote
MCAV Tarpaulin Printing Feb 2025 - Apr 2025

- Enhanced front end interactivity with jQuery, Owl Carousel, and Lightbox
- Customized styling with SCSS/SASS for maintainable and scalable back end code
- Developed Golang scripts to automate email notifications upon form submissions, leveraging Google Sheets and Apps Scripts contributing to a 25% increase in online sales

Projects

Mad Hatter's Whisper ML NLP | React Native, Flask, SVM, Naïve Bayes Mar 2025

- 1st Place, 2025 Code Quantum Hackathon Winner with a cross-functional team
- Integrated a Flask backend with a trained Scikit-learn model to serve predictions
- Built a cross-platform mobile app (Expo), allowing users to input dialogue and receive character predictions through Machine Learning and Natural Language Processing

SilvesBro | Android Studio, Java, Git Jan 2025 - Present

- Built an Android App that has multiple screens with a team, including a pomodoro timer, settings menu, and wardrobe customization, using Android XML for responsive layouts

Undead Presidents | GDScript, Python, Git, VS Code Aug 2024 - Present

- Developing a networked split-screen multiplayer survival shooter game on Steam
- Implemented peer-to-peer client-host 8-player multiplayer functionality using high-level networking API, ensuring synchronization of player actions, enemy AI, and game state
- Generated significant online interest, 44,000+ impressions across social media

Skills

Languages: Python, GDScript, Dart, HTML, CSS, Java, Liquid, JavaScript
Certifications: ESB, PCSB, Microsoft Office (Excel, Word, PowerPoint), IC3 Digital Literacy
Developer Tools: Godot, GitHub, VSCode, React Native, Figma, Jira, Flutter, Valgrind
Concepts: Object-Oriented Programming (OOP), App Development, Data Structures
Soft Skills: Communication Skills, Teamwork, Critical Thinking, Creativity, Problem-Solving