The least compelling -- and winner of the MOST GENERIC STUDENT PERSONA (worth 0 ECP) is:
Super Senior Steve is a 5th year Computer Science student at Virginia Tech. He enjoys going out with friends, whether it be going downtown or enjoying VT football (which he has season tickets for), and also keeps very late hours either going out or finishing his work. It seems to me that there were other much better details – what happened to the sumo suit? That was much more evocative and specific.

The next category is MOST GENERIC CS STUDENT (and again worth 0 ECP):
PC Pete has the unique characteristics of being a heavy PC user (for as long as he can remember and even today for hours on end) and that he enjoys sport-like hobbies that involve not too much physical movement (billiards, ping-pong, volleyball).

I had a difficult time selecting between the remaining two. This one came up with a detail that does matter with regard to carrying out the team project in a particular way. However, it seems so negative that we don’t know how the work will actually get done:
Laid Back Lebowski with Death Metal
- Easily sidetracked (Ex: Spore video game)
- Adaptable to the times/situation
It also feels like it does not represent all 4 members of the team very well.

But this one too has great detail. I read the "plays poker for money" as being both literal and metaphoric. “Real money” suggests particular motivations and “poker” suggests risk-taking. And there is a very evocative quality to the word "poker" - bluffing, brinksmanship, competitiveness, etc. (This had better be true of the group. Since it so compelling, it sets some expectations that may require further research.)
Creative Carl
- black mother, white father
- plays poker for money!
So Creative Carl gets the ECP.