Hudson Martin

Baton Rouge, LA

337-401-8162 | h8009916@gmail.com | https://hudsonm64.github.io/

EDUCATION

Louisiana State University (LSU); Baton Rouge, LA **May 2026**
Bachelor of Science: Computer Science GPA: 3.14
Minor: Digital Media Arts & Engineering and IT Management
Honors: PRISE Scholarship, Innovation Scholarship, TOPS, and Transformational Merit Scholarship

SKILLS

- Languages: Java, C, C++, C sharp, MySQL, Javascript, HTML, CSS and Python
- Tools: Unity, Lean, Scrum, Eclipse, VS Code, WSL, Microsoft Office, Microsoft Azure, github, and GameMaker
- Relevant CourseWork: Database System, Video Game Design, Cloud and Web Programming, Object Oriented Design, Operating Systems, Systems Programming, and Compilers

EXPERIENCE

LSU AgCenter Baton Rouge, LA
IT Help Desk Student Worker **February 2025 - Present**
- Developed interpersonal skills by ensuring customer satisfaction.
- Provided technical support to 50+ faculty and staff via phone, email, and walk-in assistance.
- Diagnosed and resolved hardware/software issues.

EXCELD Program Baton Rouge, LA
Tutor **January 2023 - December 2025**
- Developed extra practice for Calculus 1 to improve students' grade.
- Participated in weekly tutor training sessions and peer evaluations to enhance teaching methodologies.
- Successfully balanced tutoring commitments with concurrent employment and full course load.

Apleona Ireland Dublin, Ireland
Agile Back-End Developer & Scrum Master **June 2025 - August 2025**
- Developed leadership competencies through hands-on, managing a 5-person international team.
- Researched similar companies to support my company's platform.
- Designed workflow diagrams and data visualizations in Excel to present research findings to stakeholders.

PROJECTS

Bees Vs. Plants - https://hudsonm.itch.io/bees-vs-plants
- Final Project for Video Game Design class. Made in 2 weeks did everything, in Unity, by myself except the music and any sound effects.

NatureBoy - https://hudsonm.itch.io/natureboy
- Project made in 2 weeks for Video Game Design class and for Jame Gam #47. All work was done in Unity by me except for music and sound effects.

ACTIVITIES

Tiger band (2022-present), Society of Peer Mentors(SPM) (2023-present), Big Sibling program(2022-present), PRISE program (2022-present), Chillennium game jam (2023), and Stately Oaks (2023)