

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 - Present

- 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)