Hudson Martin

Baton Rouge, LA

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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#, Python, MySQL, HTML, CSS, and Javascript
- Tools: Unity, Eclipse, VS Code, WSL, Microsoft Office, Microsoft Azure, github, and GameMaker
- Methodologies: Agile, Scrum, and Lean
- Relevant CourseWork: Database System, Video Game Design, Cloud and Web Programming, Object Oriented Design, Operating Systems, Systems Programming, and Quantum Computing

EXPERIENCE

LSU AgCenter Baton Rouge, LA
IT Help Desk Student Worker **February 2025 - Present**
- Delivered customer-focused support, maintaining a 100% satisfaction rate based on follow-up surveys.
- Provided technical assistance to 50+ faculty and staff weekly via phone, email, and walk-in assistance.
- Logged and tracked service tickets using internal ticketing systems to ensure timely resolution and documentation.

EXCELD Program Baton Rouge, LA
Tutor **January 2023 - December 2025**
- Facilitated one-on-one and group tutoring sessions, supporting students' diverse learning styles.
- 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.
- Conducted competitive research on industry platforms to inform product strategy and future development.
- 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. Implemented custom UI, wave progression, and enemy AI.

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. Implemented a procedurally generated level with different rooms.

ACTIVITIES

Tiger band (2022-present), LSU Bengal Brass (2024-present), PRISE program (2022-present), Society of Peer Mentors(SPM) (2023-2024), Big Sibling program(2022-2025), Chillennium game jam (2023), and Stately Oaks (2023)