

Trent O.K. Ellis II

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EDUCATION

Louisiana State University (LSU), Baton Rouge, LA

May 2026

Bachelor of Science, Computer Science

Concentration: *Digital Media Arts*

TECHNICAL SKILLS

Programming Languages: Java, Python, HTML, C++, JavaScript, C

Tools: Unity, Eclipse IDE, Ubuntu, PyCharm, Spyder 6, Flutter, Visual Studio Code, x86/x64 Assembly, Github

Other: Customer Service, Critical Thinking, Teamwork, Problem Solving

EXPERIENCE

ITS Student Worker

February 2023 – Present

LSU Information Technology Services, Baton Rouge, LA

- Replace computers around LSU and ensure all devices are up to date
- Wipe and surplus old devices to be sent to storage
- Deliver and set up new devices for faculty and staff around campus
- Learn how the backend of an operating system functions
- Acquire how to fix issues with computers that aren't learned by an average user

Track Manager

August 2022 – May 2025

LSU Track & Field, Baton Rouge, LA

- Handled all digital entities within the track program
- Set up and fixed equipment around the track
- Traveled with the team to out-of-state competitions to ensure events run smoothly

CLUBS

- National Honor Society (NHS)
- Geaux Engineering
 - Designed and assembled an adventure-based game using Python and ASCII code
- National Society of Black Engineers (NSBE)
- Society of Asian Scientists and Engineers (SASE)
 - Coded a website as part of a Hackathon competition
- Society of Peer Mentors (SPM)
- Game Development Club
 - As President, introduce members to skills needed to pursue a career in game design
- Security Society at LSU
- LSU CS Council

PROJECTS AND ACHIEVEMENTS

- 3rd Place in Geaux Engineering Programming Competition
- Competed in the Chillennium Game Jam using Unity Engine
- Created a functioning game based on descrambling cyphers and solving puzzles
- Mentored participants who competed at the WiCS Hackathon at LSU
- Programmed a reminder app
- Collaborated with research about ADHD using VR