

# ELIJAH BALLOU

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## Education

### Morgan State University

Jan. 2023 – Present

*Bachelor of Science in Computer Science*

*Baltimore, MD*

- **Cumulative GPA:** 3.482
- **Honors:** Dean's List
- **Relevant Coursework:** Intro to Computer Science II, Intro to Game Development, Intro to Human-Computer Interaction(HCI), Computer Ethics, Ethical Hacking, Data Structures

## Technical Skills

**Languages:** Python, C#

**Developer Tools:** VS Code, Figma, Visual Studio, Canva, Blender

**Technologies/Frameworks:** GitHub

## Experience

### Human-AI eXperience (HAX) Lab

Baltimore, MD

*Undergraduate Research Assistant*

*Jan 2023 – Present*

- Conducted extensive literature reviews to identify knowledge gaps in Human-Computer Interaction (HCI) research, informing focused research questions. Played a key role in aligning user interface design with HCI principles and addressing user needs. Led comprehensive user testing and usability evaluations for VR and OpenCV projects, assessing system functionality and overall effectiveness.

### Intro to Game Design and Development

Baltimore, MD

*Undergraduate Teaching Assistant*

*Jan 2023 – Present*

- Guided students in hands-on lab sessions, facilitating the application of theoretical concepts and troubleshooting technical issues in game development. Provided online platform support for course communication, ensuring access to essential resources. Assisted in grading assessments with strict adherence to established criteria

## Projects

### Python Learning UX Specialist (Team Member) | C#, Python, Unity

Sep 2023

- Developed an engaging Python learning method by integrating gamification and virtual reality, utilizing an AI assistant to guide users with diverse learning styles. Enhanced mastery through an immersive and interactive virtual reality experience.

### Immersive VR Developer for Social Empathy (Team Lead) | C#, Unity, Oculus

Feb 2023

- Created a dynamic virtual environment experienced via a virtual reality headset, challenging users with a mission to survive and navigate an open-world environment related to homelessness.

### Historical Pedagogical Agent Developer (Team Member) | C#, Unity, Blender

Jan 2023

- Designed and implemented a pedagogical agent featuring a historic figure, developed a curriculum rooted in the chosen figure's history, created diverse historical figure models for user exploration, and enhanced the learning experience through seamless integration of gamification with an intelligent tutoring system.

## Achievements / Recognition

### Morgan Tech Fest | Poster Presenter | Baltimore, MD

Nov 2023

- **Awarded:** 1st Place poster competition

### 2023 CMD-IT/ACM Richard Tapia Conference | Poster Presenter | Dallas, TX

Sep 2023

- **Awarded:** Tapia 2023 Scholarship
- **Awarded:** 2nd Place

### Morgan State: CodeLinc | 24 hour Hackathon | Baltimore, MD

Apr 2023

- **Awarded:** 2nd Place

### HBCU 2023 GAME JAM | 24 hour Hackathon | Atlanta, GA

Feb 2023

- **Awarded:** Most Technically Challenging

## Professional Organizations

The National Society of Black Engineers (NSBE), The Association for Computing Machinery (ACM), AI4ALL: Ignite Program Accelerator, STARS Computing Corps., TRAILS