Hayden Cho

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Education

California State University, Fresno   Fresno, CA
Pursuing a Bachelor's Degree in Computer Science

Relevant Coursework: Algorithms and Data Structures, Operating Systems, Artificial Intelligence Programming, Structures of Programming Language

Technical Skills & Projects

Programming: C++, Python, HTML

Battleship Game

- Built a two-player, text-based Battleship game with multithreading in C++ using STL.
- Managed concurrent gameplay using threads and mutexes.
- Implemented dynamic board updates and random ship placement.

Keystroke Logger

- Built a keylogger application using C++ STL and the Windows API GetAsyncKeyState to capture and log keystrokes into a .txt file.
- Utilized key code conversion, managed special keys and character mappings, and used file I/O for logging

Portfolio Website

- Created an HTML-based portfolio website to show my project experience.
  https://haydencho.com/

Relevant Experience

Boys 2 Men Girls 2 Women   Fresno, CA
IT - Technical Support Specialist Internship   Jan 2025 - May 2025
- Provided technical support and assisted in evaluating and improving software and hardware compatibility.

California State University, Fresno   Fresno, CA
Supplemental Instruction Leader, Foundations of Computer Science   Jan 2024 - May 2024
- Facilitated weekly study sessions to 10-20 students with innovative teaching materials.
- Led special review sessions that encouraged collaboration.
- Maintained weekly office hours.