Saksham Kohli

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Education

York University   **Expected - 04/2026**

Honours Bachelor of Science, Computer Science Specialized in Computer Security

- **Relevant Coursework:** Object Oriented Programming, Computer Organization, Net Centric Computing, Software Tools, Statistics & Probability, Research Directions, Software Design

Skills

Languages– *Python, Java, HTML, CSS, JavaScript, TypeScript, React.js*
Technologies/ Tools –*Flask, RESTful API, GIT, SQLAlchemy (ORM), VS Code, Agile, Waterfall, Bootstrap*
Soft Skills – *Communication, Teamwork, Critical Thinking, Problem-Solving, Time Management*

Projects

Note-It ↗ – *Python, HTML, CSS, Flask, SQL Alchemy, Git*

- Developed a responsive web app using **SQL database** to store user data and created efficient queries using Object Relational patterns which improved runtime by **20ms**.
- Utilized **CRUD** operations to securely display and modify data, ensuring real-time updates and information accuracy for **150+ entries**.
- Deployed project with the help of **PythonAnywhere** to allow userbase free access online.

RecipeHero ↗ – *TypeScript, JS, Node.js, React.js, PostgreSQL, Spoonful API, HTML, CSS, Git*

- Engineered a dynamic **recipe book application** with real-time recipe fetching using Spoonful API and JSON data.
- Optimized performance by implementing a "View More" feature**, reducing page load times** by 15%.
- Integrated **ElephantSQL** for users to save and delete favorite recipes, allowing a personalized experience.

WorldFlags ↗ – *REST API, Python, Tkinter, Pillow, Git*

- Developed an engaging flag-guessing game using a **RESTful API,** extracted and relayed JSON data with **190+** countries to choose from.
- Created a scoring system and interactive GUI using Tkinter and CustomTkinter.

Choppermon ↗ – *Java, JFrame, Piskel 2D Sprites, Git*

- Developed a 2D platformer game using Java and JavaFrame, implementing core gameplay mechanics such as **player movement**, collision detection, and **level design**, resulting in a dynamic and engaging user experience.
- Integrated **2D Sprites** to provide vibrance and **game art**, allowing for smooth map design and addition of textures.

Experience

Jadaco Recreation –*Recreation Coordinator / Lifeguard*   **2019 - 2024**

- Daily customer interactions to provide information on pool schedules, class timings, and resolving any other concerns.
- Supervise facility and enclosure to maintain patron safety.