

# Saksham Kohli

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## Education

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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

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**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

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**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 JFrame, 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

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**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.