

# Saksham Kohli

saksham.koh@gmail.com | 647-835-6369 | [github.com/Saksham-3](https://github.com/Saksham-3) | [saksham-3/website](https://saksham-3.com) | [/in/saksham](https://in.saksham)

## 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, Linux/Unix

**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.

**CalendarAI** ↗ —Next.js, TypeScript, Tailwind CSS, React Context, v0, Cursor AI, Git

- Developed a **responsive task management app** guided by v0 with a visual weekly layout for efficient scheduling, using Next.js, TypeScript, and Tailwind CSS.
- Implemented **drag-and-drop** functionality for task rescheduling, customizable durations, and **priority management**, ensuring seamless user experience.

**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

---

**Jadaco Recreation** — *Recreation Coordinator / Lifeguard*

2019 - 2024

- Daily customer interactions to provide information on pool schedules, class timings, and resolving all concerns.