

# Saksham Virmani — Computer Science Engineer

Gurgaon – India

+91 8800468888 • sakshamvirmani30@gmail.com  
www.linkedin.com/in/saksham-v-5aba75247



## Life Aspiration

I aspire to contribute to the creation of innovative, customer-oriented products that profoundly impact users, showcasing exceptional utility, longevity, and simplicity. I aim to develop software products that captivate users and redefine their expectations of technology.

## Education

### SRM Institute of Science and Technology, Chennai, India

Bachelor of Technology in Computer Science Engineering, Current CGPA – 9.62

2022–2026

### Delhi Public School, R K Puram, India

High School, Board: CBSE, Grade: 94%

Graduated: 2022

### Bishop Cotton School, Shimla, India

Middle School, Board: ICSE, Grade: 93.6%

Graduated: 2020

## Experience

### Sarthak Global Resource Center (NGO)

Internship

### Social Media and Website Department

June 2024–July 2024

- Enhanced the website by adding new features to improve user experience and functionality.
- Designed creative posters and posts to effectively promote the NGO's initiatives on social media.

## Technical Skills

**Programming Languages:** C++, C, Python, Java

**Database Management Systems:** MySQL

## Technical Curriculum Overview

- Computer Networks:** Principles of networking, protocols, and architectures (TCP/IP, OSI).
- Operating Systems:** Process management, scheduling algorithms, and memory management.
- Data Structures and Algorithms:** Algorithmic design, sorting, searching, and data organization techniques.
- Database Management Systems:** Database design, SQL, normalization, and transaction processing.

## Certifications

### Udemy

Java Programming Masterclass

October 24, 2023

### Scaler

DBMS Course - Master the Fundamentals and Advanced Concepts

April 15, 2024

### Scaler

Computer Networking Course - Master Computer Networking

November 10, 2024

## Projects

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- **Ninja-Run:**
  - **Problem:** Designed a fun and engaging game to help users develop quick reflexes.
  - **Action:** Developed a side-scrolling game using Python and Pygame, where I was responsible for designing the game's physics engine, coding the character's movement logic, and implementing collision detection. Additionally, I optimized performance for smoother gameplay.
  - **Result:** Successfully created an interactive game that received positive feedback for its user-friendly interface and gameplay mechanics.
- **Voice Driven Wheels:**
  - **Problem:** Developed an accessible mobility solution for individuals with limited physical capabilities.
  - **Action:** Programmed a voice-controlled car using Arduino and C++, integrating voice recognition and hardware modules. I also optimized the system for real-time voice commands.
  - **Result:** Built a functional prototype demonstrating the potential for hands-free vehicular control.
- **Online Bookstore Management System:**
  - **Problem:** Created a streamlined system for managing inventory and customer orders in online bookstores.
  - **Action:** I designed the database schema using MySQL and implemented core backend functionality for order processing and inventory updates.
  - **Result:** Delivered a working application with robust functionality, optimizing bookstore operations.