

# Anmol Verma

Airdrie, AB

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## Education

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**Mount Royal University | Calgary, Alberta**

*September 2021 – Present*

B.Sc. in Computer Information Systems

## Skills

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**LANGUAGES:** JAVA, PYTHON, C#, JAVASCRIPT

**FRAMEWORKS:** .NET, BOOTSTRAP

**WEB DEVELOPMENT:** HTML, CSS

**DATABASE MANAGEMENT:** SQL, MYSQL

**TOOLS:** GIT/VERSION CONTROL

## Work Experience

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**Staples | Airdrie, Alberta**

*May 2023 – Present*

CUSTOMER SERVICE REPRESENTATIVE / SHIPPING CLERK

- Manage diverse transactions including buy-online-pickup-in-store (BOPIS), service pickups, and special orders with 100% efficiency and accuracy.
- Use the AS/400 to do various tasks such as enter/update deposits for cash registers from the night before, stock lookup, inventory management for open box products, and printing price changes.
- Enhance customer experience by introducing applicable programs and promotions, effectively adding value and services.
- Managed and organized daily shipments, ensuring accurate packaging, labeling, and documentation for a high volume of customer orders.

## Projects

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**Vigenère Cipher**

DEVELOPER

- Developed a console application in Java that allows users to encrypt/decrypt text files using a key.
- Application code was refactored to follow object-oriented standards and allow ease of changeability.
- Wrote a custom class that deals with reading and writing to a text file while checking if the file exists.

**Toy Store**

DEVELOPER

- Developed a console application in Java that allows for users to perform different actions such as search & buy, add/remove a toy from the database, and exit (which saves all changes made to the database).
- Program follows pure object-oriented standards and an MVC architecture.
- A text file was used as a database for toys which was read and added into an ArrayList.

**3D Game**

DESIGNER & DEVELOPER

- Developed a microgame in Unity in the .NET framework using C# where the player must move left and right to avoid obstacles coming their way.
- Created a collision detection script that is attached to the player object; allows the game to stop and then restart from the beginning of the level.
- Programmed a camera movement script that follows the player which has a constant force of velocity being applied to it from behind.
- Designed the main menu display, loading screens between levels, and the game over screen; in addition, wrote a script that shows the loading screen between levels and the “Game Over” screen when the game is over.