Anmol **Verma**

Airdrie, AB

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Education

Mount Royal University | Calgary, Alberta   *September 2021 – Present*

B.Sc. in Computer Information Systems

Skills

LANGUAGES: JAVA, PYTHON, C#, JAVASCRIPT, HTML, CSS, SQL, MYSQL
FRAMEWORKS: .NET, BOOTSTRAP
OPERATING SYSTEMS: WINDOWS, MAC, DELL THINOS
PROGRAMS: WORD, POWERPOINT, EXCEL

Work Experience

Alberta Health Services | Calgary, Alberta   *January 2024 – April 2024*
IT CO-OP WORK EXPERIENCE STUDENT
- Participated in a Technical Dress Rehearsal and used an enterprise system, Epic Hyperspace, to perform tests, configurations, and troubleshooting on non-medical devices and workstations.
- Analyzed and extracted data from an IT Asset Management system to better optimize workflow by 20% and keep the enterprise system database updated.
- Provided technical documentation on network, app, and testing issues at AHS sites.
- Created IT tickets for non-medical devices and workstations regarding various technical issues.

Staples | Airdrie, Alberta   *May 2023 – January 2024*
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.
- Managed and organized daily shipments, ensuring accurate packaging, labeling, and documentation for a high volume of customer orders.

Projects

A Star Pathfinding Visualizer
DEVELOPER
- Developed and optimized an interactive A* Pathfinding Algorithm visualization using Python and Pygame
- Designed an intuitive user interface for grid manipulation in the pathfinding visualization, highlighting UI design and event handling.
- Applied graph theory and heuristic algorithms to optimize pathfinding, demonstrating the ability to translate theoretical concepts into practical solutions.
- Showcased interactive visualization techniques to effectively communicate complex algorithmic processes, enhancing user understanding and engagement.

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, having a constant force of velocity being applied to it from behind.