

Anmol Verma

Airdrie, AB

Phone: 403-402-1566 | E-Mail: jamy1722@gmail.com | Website: anmolverma7.github.io

Education

Mount Royal University | Calgary, Alberta

September 2021 – April 2025

B.Sc. in Computer Information Systems

Skills

LANGUAGES: Java, C#

WEB DEVELOPMENT: HTML, CSS

DATABASE MANAGEMENT: SQL, MySQL

TOOLS: Git/Version Control

Work Experience

Walmart | Airdrie, Alberta

July 2019 – August 2022

CASHIER

- Operated a checkout lane and associated retail equipment, including scale, barcode scanner, belt, cash register, and self-checkouts with 100% efficiency.
- Performed all checkout procedures quickly and accurately each time, while also promoting the store credit card to customers.
- Bagged items for customers in a proper manner.
- Handled in-store merchandise returns and exchanges as well as international money transfers.
- Provided exceptional customer service.

Projects

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.
- Store items were read from a text file and added to an Array List.
- Coded two custom exceptions; when the minimum players entered exceeds the maximum players entered when adding a new toy of the type "Puzzle"; secondly when a negative price is entered while adding a new toy.
- Different types of toys have different specifications; therefore, the four types of toys inherit from the abstract Toy class.
- All error handling in the program is handled by the AppMenu class.

3D Game

DESIGNER & DEVELOPER

- Developed a microgame in Unity 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.