

# 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 – May 2024

IT WORK EXPERIENCE STUDENT

- Participated in a Technical Dress Rehearsal testing, configuring, and troubleshooting non-medical devices (NMD's), handheld interfaces (Rovers), and workstations using the Epic Hyperspace clinical information system (CIS).
- Analyzed and extracted data from an IT Asset Management system to better optimize workflow by 20% ensuring continuous updates to the CIS.
- Developed and provided detailed technical documentation on CIS testing issues and Rover apps.
- Leveraged ServiceNow to resolve high escalated tickets, streamlining clinical processes for frontline workers.
- Worked with AHS Network and Asset Management Teams by gathering data to improve network connectivity at CareWest facilities.

Staples | Airdrie, Alberta

May 2023 – January 2024

CUSTOMER SERVICE REPRESENTATIVE / SHIPPING CLERK

- Managed diverse transactions including buy-online-pickup-in-store (BOPIS), service pickups, and special orders with 100% efficiency and accuracy.
- Used 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.
- Organized daily shipments ensuring accurate packaging, labeling, and documentation for a high volume of customer orders.

## Projects

Pathfinding Visualizer

DEVELOPER

- Developed and optimized an interactive 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.