

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

FRAMEWORKS: .NET, BOOTSTRAP

WEB DEVELOPMENT: HTML, CSS

DATABASE MANAGEMENT: SQL, MYSQL

TOOLS: GIT/VERSION CONTROL

Work Experience

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

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 in Pygame.
- 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.

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.