Anmol **Verma**

Airdrie, AB

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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.

3D Player Movement

DEVELOPER

- Created advanced player movement (idle, walking, sprinting, jumping, crouching, and sliding) in Unity using C#.
- The movement script follows the State Machine design pattern to allow animations between movement states to be designed and updated very easily with minimal coding.

Pizza Store

DESIGNER & DEVELOPER

- A two-part project that aimed to create a database for a pizza store manager.
- The first part was involved with designing an EERD and Relational Model to visualize the flow of data.
- The remaining half of the project was focused on designing the actual database using SQL.
- Various procedures and triggers were created such as seeing order history, changing order status, and setting start & end time of order.