Chiranjiv Singh Malhi

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EDUCATION

Thapar Institute of Engineering and Technology　　　　　　　　　**August 2021 - June 2025**
B.E Computer Science and Engineering　　　　　　　　　　　　　　　*CGPA: 9.97 Patiala, India*

Amity International School　　　　　　　　　　　　　　　　　　　**April 2018 - April 2021**
CBSE XII and X　　　　　　　　　　　　　　　　　　*XII Percentage: 98% Gurgaon, India*

POSITION OF RESPONSIBILITIES

UX Intern　　　　　　　　　　　　　　　　　　　　　　　　**January 2025 - Present**
Vimo, India　　　　　　　　　　　　　　　　　　　　　　　　　　　　*Pune, India*
- Designed screens for both web and mobile platforms company's products across different US states, using Adobe Figma.
- Collaborated on accessibility improvements to meet industry standards and ensure inclusive user experiences.

Core Member　　　　　　　　　　　　　　　　　　　　　　**January 2022 - June 2023**
Creative Computing Society, TIET　　　　　　　　　　　　　　　　　*Patiala, India*
- Designed 50+ Social Media Posts, Posters and UI/UX for various portals.
- Planned and Managed Hackathon with 800+ registrations.
- Conducted workshops related to 3D, Graphics and Front-End Design for 50+ students.

ACHIEVEMENTS

Google Code-In Runners Up　　　　　　　　　　　　　　　　　　　　　　**June 2019**
Completed 20+ tasks for Open Source Software BRL-CAD, focusing on CAD modeling and rendering techniques.

Recipient of Merit Scholarship　　　　　　　　　　　　　**August 2021 - June 2025**
Awarded Merit Scholarship for 4 consecutive years.

JP Morgan & Chase: Code for Good Finalist　　　　　　　　　　　　　　**July 2023**
Competed in the code for good hackathon and reached the final as the design lead for the team.

PROJECTS

Society Permissions Portal | *Link*　　　　　　　　　　　　**October 2023 - May 2024**
- Developed a web-based permissions management portal which directly benefited 50+ student societies and clubs within the college.
- Designed user-friendly mock-ups using Figma allowing easy submission of event proposals, room booking requests, and financial permissions.
- Translated design mock-ups and wire-frames into responsive front-end interfaces using Next.js and MaterialUI.

Third Person Shooter Game - Unreal Engine | *Link*　　　　　　　　　　**April 2024**
- Developed the game using Unreal Engine and Blueprints, focusing on gameplay mechanics and visual aesthetics.
- Created custom assets using Autodesk Maya, Zbrush, and Substance Painter for characters, environments, and animations including particle simulation.
- Wrote Python scripts in Autodesk Maya to develop easy-to-use tools that streamlined the asset creation process.

Sentiment Classifier | *Link*　　　　　　　　　　　　　　　　　　　　**April 2023**
- Focused on sentiment analysis of Twitter data. Scraped tweets related to a specific topic of interest.
- Employed data pre-processing techniques to clean and prepare the collected data for analysis. Utilized a pre-trained model for labeling the data with sentiment categories.
- Implemented a Support Vector Machine classifier to classify sentiments based on the labeled data.

TECHNICAL SKILLS

Languages: C, C++, C#, Python (NumPy , Pandas , Tkinter , Matplotlib) , HTML/CSS, MATLAB
Tools: Adobe Figma, Autodesk Maya, Unreal Engine, Unity, ZBrush, Adobe Substance Painter, Adobe Substance Designer, Adobe Illustrator, Adobe Photoshop
CS Fundamentals: OOPS, DBMS, Computer Networks, Operating Systems, Data Structures and Algorithms