

Chiranjiv Singh Malhi

☎ +91 9891016946 ✉ cmalhi03@gmail.com 📄 [ChiranjivSinghMalhi](#) 🌐 chiranjiv.in 🏠 chiranjiv.artstation.com

EDUCATION

Thapar Institute of Engineering and Technology

B.E Computer Science and Engineering

August 2021 - Present

CGPA: 9.97 Patiala, India

Amity International School

CBSE XII and X

April 2018 - April 2021

XII Percentage: 98% Gurgaon, India

POSITION OF RESPONSIBILITIES

UX Intern

Vimo, India

January 2025 - Present

Pune, India

- Focusing on building foundational skills in user research, wireframing, and design tools to prepare for practical projects.
- Developing proficiency in Figma for collaboration and prototyping, along with other design tools.

Core Member

Creative Computing Society, TIET

January 2022 - June 2023

Patiala, India

- Designed 30+ Social Media Posts, Posters and UI/UX for various portals.
- Planned and Managed Hackathon with over 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 - Present

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, Substance Painter, Substance Designer, Adobe Illustrator, Adobe Photoshop

CS Fundamentals: OOPS, DBMS, Computer Networks, Operating Systems, Data Structures and Algorithms