

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 - June 2025

CGPA: 9.98 Patiala, India

Amity International School

CBSE XII and X

April 2018 - April 2021

XII Percentage: 98% Gurgaon, India

POSITION OF RESPONSIBILITIES

Technology Development Program Associate, SDE

Optum, India

July 2025 - Present

Gurgaon, India

- Developing and maintaining features for the Optum Care Management (OCM) platform that helps nurses enroll patients into care programs using Next.js, Java Spring Boot, and GraphQL.
- Collaborated with cross-functional teams to design and implement scalable APIs and frontend modules, improving system efficiency and data flow between services.
- Implemented Cypress end-to-end test automation to ensure UI reliability and reduce manual regression efforts.
- Optimized frontend performance and enhanced user experience by addressing accessibility issues and adhering to responsive design standards.

UX Intern

Vimo, India

January 2025 - July 2025

Pune, India

- Designed web and mobile interfaces for Medicaid and SNAP applications and insurance plan selection workflows, using Adobe Figma across Vimo's healthcare products.
- Contributed to the GetInsured Broker Portal, Book of Business platform and AI Chatbot, tailoring designs to meet the needs of brokers across various US states.
- Improved accessibility across products by aligning designs with industry standards and inclusive design principles.

ACHIEVEMENTS

Recipient of President's Medal and Institute Medal at TIET

October 2025

Awarded for being overall topper among 2,500+ engineering students and branch topper in Computer Science

Recipient of Merit Scholarship at TIET

August 2021 - June 2025

Awarded Merit Scholarship for four years for ranking among the top 35 students institute-wide.

Google Code-In Runners Up

June 2019

Completed 20+ tasks for Open Source Software BRL-CAD, focusing on CAD modeling and rendering techniques.

PROJECTS

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.

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.

TECHNICAL SKILLS

Languages: C, C++, C#, Python, HTML/CSS, ReactJS, NextJS, Java, Springboot, SQL, Typescript

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