

# Abhijeet Singh Malhi

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## EDUCATION

Carnegie Mellon University  
Pittsburgh, PA

Master of Entertainment  
Technology  
Aug 2021 - Present

Thapar Institute of Engineering  
and Technology  
Punjab, India

B.E. Computer Engineering  
Aug 2016 - July 2020

## SKILLS

### Languages

- Java
- C++
- Python
- Swift
- C#
- SQL
- HTML
- CSS
- JavaScript

### Tools

- Unity
- Android Studio
- XCode
- Tableau

### Art and Design Tools

- Blender
- Maya
- ProCreate
- Nomad Sculpt
- Adobe Photoshop
- Adobe Illustrator
- Adobe After Effects
- Adobe Premiere Pro

## PROJECTS

### Building Virtual Worlds (*Academic*)

*Technical Artist / Programmer*

Aug 2021 - Dec 2021

- Developed games and interactive experiences as a part of multidisciplinary teams which last 1-2 weeks each.
- Designed and implemented the interactions, particle effects and shader graphs for the experiences.
- Integrated and worked with multiple technologies including Oculus VR, HTC Vive body trackers, Makey Makey and Unity.

### Custom Valorant character (*Personal*)

*Modeller / Rigger*

Dec 2021 - Present

- Designing a custom character for Valorant as a part of a pipeline. Sculpted and re-topologized the base mesh and the general design for the character.

### Ben 10 aliens (*Personal*)

*Modeller / Rigger*

Nov 2021 - Present

- Modelling and rigging aliens from the Ben 10 series, which would then later be 3D printed and used as a part of a board game.

### Eye tracker using Deep Learning algorithms (*Academic*)

*Programmer / UI*

Jan 2019 - Dec 2019

- Engineered a budget wearable eye tracker for ALS and paralysis patients which uses Faster R-CNN to track the pupil.
- Created an application along with the hardware that uses eye movement to control a mouse pointer to interact with an easy to use GUI.

## EXPERIENCE

### Apple

*Software Engineer Intern*

Jan 2020 - July 2020

*Software Engineer (ICT-2)*

July 2020 - Aug 2021

- Devised a solution to automatically categorise vendor skills data to find hidden trends and patterns for business analysis.
- Developed an internal iOS and iPadOS application using SwiftUI to serve as a companion to the existing web service.

### Amdocs Development Center

*Software Engineer Associate*

June 2019 - Aug 2019

- Worked alongside the telecom engineering team to develop an android application to detect, test, and report LTE parameters.
- The app can perform call tests and also served as a data logger during drive testing, providing real time visual feedback.