Pranathi Peri

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EXPERIENCE

Meta / Software Engineer

Sept 2022 – Nov 2022 / New York, NY

- Collaborated with engineering managers across various organizations (e.g., Oculus, Instagram, Messenger) to create new features/improve existing production frameworks
- Created and deployed a new UI for the Horizon Personal User Interface (PUI) on Oculus using Figma, ReactVR and JavaScript
- Engineered event creation CTA for Instagram Reels using Figma, Objective-C and Swift

GitHub / Product Designer

Mar 2022 – Sept 2022 / San Francisco, CA

- Leveraged enterprise customer feedback to design an intuitive UI for GitHub's Merge Queue: starting from low-fidelity sketches, to implementation-ready Figma wireframes
- Identified customer need for more granular code changes; initiated development of visionary stacked diffs project, creating a design-ready roadmap for implementation
- Collaborated with product manager/eng team to increase engagement on pull requests by designing real-time notifications and threaded discussions

Facebook / Software Engineering Intern

May 2022 – Aug 2022 / Remote

- Took E2E ownership of launching two iOS features into production to over 1.4 million DAUs, collaborating with product designers, UX researchers, and data scientists
- Engineered a post-video/audio call quality survey within Messenger Kids using Objective-C, Swift and UI/ComponentKit, and dynamically integrated text and image attributes from the back-end using GraphQL
- Worked closely with design team to implement an interactive voice recording feature for Messenger Kids

Facebook / University Engineering Intern

Jun 2022 – Aug 2022 / Remote

- Designed and built an industry-level iOS application called DeadStock over the course of 8 weeks to monitor the rising and falling prices of highly sought after sneakers
- Conducted user research, created user personas, and put together low/mid/hi-fidelity wireframes for the application using Figma/InVision Design Studio
- Utilized Selenium and BeautifulSoup to scrape data from StockX.com and grab live data for the interface

EDUCATION

University of California, Berkeley / 2018 - 2021

B.S. Electrical Engineering & Computer Science, Certificate in Design Innovation

Organizations: Valley Consulting Group, ASUC OCTO – Berkeley Mobile, Design@Berkeley, CS61C (Computer Architecture) Course Staff

ADDITIONAL INFO

Skills

Objective-C / Swift / Python / Java / C / GraphQL / SQL / Kotlin / React / JavaScript /TypeScript / Node / Next.js / Tailwind / Full Stack Development / SQL / Rapid prototyping / HTML + CSS / Figma / InVision

Interests

Fashion Design & Construction / Horseback riding / Robotics / Fashion Sustainability / Marine Conservation