

# pranita lokinendi

**portfolio:** pranitaloki.com  
lokinendi.p@husky.neu.edu  
774 - 262 - 4911

## education

**northeastern university**  
boston, ma | 2016 - present  
bfa in interaction design expected may 2020  
gpa: 3.4

**massachusetts academy of math  
and science at WPI**  
worchester, ma | 2014 - 16

**doherty memorial high school**  
worchester, ma | 2012 - 14

## coursework

**computer science**  
fundamentals of computer science I & II  
discrete structures  
logic and computation

**design**  
graphic design I  
typography I  
design process context/systems  
2d fundamentals: surface and drawing  
3d fundamentals: structure and drawing  
observational drawing  
**in progress:** typography II & 4d fundamentals:  
sequence and drawing

## skills

adobe photoshop  
adobe illustrator  
adobe indesign  
microsoft office suite  
imovie  
html/css  
java (beginner)

## experience

**designer, pranita creative, boston, ma**  
**2015 - present**  
create logos, posters, advertisements, and shirt designs.  
clients include boston dance teams and cultural organizations.

**dancer, new england bhangra club, boston, ma**  
**2016 - present**  
participate in nationally recognized dance troupe. rehearse 8+ hours a week. compete in regional and national competitions.

**guide, wiogora school of wonder & wisdom, worchester, ma**  
**2017**  
provided supervision and mentorship to campers at wiogora, a fantasy camp modeled after the harry potter series. directed activities and programs for the camp's youngest children. demonstrated strong enthusiasm and served as a role-model.

**grader/tutor, kumon, worchester, ma**  
**2016**  
graded students' homework and classwork. worked closely with preschool to second grade students, guiding them through assignments in math, reading, and spelling.

**teacher assistant, artmakerz, shrewsbury, ma**  
**2014 - 2016**  
assisted with painting classes for elementary school students. set up and cleaned up birthday parties and classes.

## projects

**maze game**  
**2017**  
a game programmed in java to generate random rectangular mazes that are playable with key commands; implemented automatic path finding using breadth first search or depth first search, completed for fundamentals of computer science I

**graphic design and digital art senior project**  
**2016**  
a year long project focused on developing adobe photoshop skills, creating artwork digitally, and learning graphic design basics

**know & go**  
**2015**  
a mobile application created using the android studio that predicts the cost of a day trip to boston, massachusetts based on user-inputted data, completed for high school computer science class