

Pranavi Kristipati

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EDUCATION

San Jose State University | GPA: 3.83

San Jose, CA

B.S. in Business Management Information Systems

May 2028

Coursework: Web Development (ART 109), Introduction to Digital Media (ART 74), Digital Applications (DSGD 83), Computer Tools for Business (BUS4 91L)

SKILLS

Technical: HTML, CSS, JavaScript, Python, Excel, Figma, Adobe Suite, Blender, Canva

Interpersonal: Organization, Adaptability, Collaboration, Empathy, Creativity, Leadership

Language(s): Telugu (Native), English (Native)

PROJECT EXPERIENCE

EPA ESA INTERNSHIP

Remote

UX Intern → UX Lead

May 2025 — Present

- Utilized user-centered design to support the EPA's mission by creating a tool that synthesizes pesticide data into clear, actionable reports for farmers, simplifying Endangered Species Act compliance
- Co-created the front-end website and mobile interfaces using Figma, integrating EPA staff and pesticide experts (Sam Polly) insights
- Promoted to UX Research Lead; prototyped key features such as interactive dashboards and pesticide mitigation infographics to improve accessibility and clarity

RELEVANT EXPERIENCE

Responsible Computing Club

San Jose, CA

Case Committee, Workshops, and Humanities & Arts Ambassador

Feb 2025 — Present

- Collaborated with committee members to plan the RCC Spring Case Competition, leading Sponsorship Deck design to help secure partners and boost event funding
- Co- led "Translate San Jose," an ongoing workshop-series and project focused on improving cultural understanding through multilingual digital and physical tools
- Led and facilitated workshops on 3D modeling (Blender) and Game Development (GameMaker 2), introducing creative tech tools to 30+ student participants

Kodely

San Francisco, CA

Workshop Leader

Mar 2025 — Present

- Led over 20 weekly, design-based STEM workshops and 2 week-long summer camps for K–8 students in SF public schools, using hands-on activities to teach physics, engineering, and coding concepts
- Developed interactive lessons using the platforms Minecraft Education and Microsoft MakeCode to make coding and game development accessible and fun for young students
- Adapted teaching style to accommodate learning needs, maintaining engagement and ensuring goals were met