

Pranavi Ram Lakshminarayanan

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EDUCATION

- **Brown University** — B.S. in Computer Science **Providence, RI | Graduation: May 2026**
 - **GPA:** 4.0/4.0, **Related Course Work:** Intro to Software Engineering, Design and Analysis of Algorithms, User Interface/User Experience, Large Language Models and Generative AI
 - **Extracurriculars:** Rewriting the Code, Emma Bowen Foundation, FullStack@Brown

WORK EXPERIENCE

- **Machine Learning Engineer, Tech Cadets** **Chantilly, VA | Jun – Aug 2024**
 - Reduced prompt retries by 33% when using open-source [text-to-3D GenAI model](#) by educating users on best prompt engineering practices
 - Expanded GenAI model compatibility to support different CUDA versions for NVIDIA GPUs
 - Grew user base and marketed model's performance by animating 3D outputs in Blender
 - Expedited and simplified model setup for users with step-by-step installation guide
- **Software Engineer, Brown University Public Health Research Lab** **Providence, RI | Feb – May 2024**
 - Increased public understanding of Medicare data by extracting patterns from 500+ data entries and visualizing results using React-Google-Charts
 - Decreased data upkeep by 50% with automated web charts that reflect changes in master spreadsheet
- **UI/UX Designer, Mi Fonda (Food Delivery Startup)** **Providence, RI | Apr – May 2024**
 - Awarded best design team out of 3 for delivering most innovative, user-centered storefront redesign
 - Increased stakeholder satisfaction by 76% by iteratively refining Figma prototypes based on feedback
 - Secured continuation of redesign initiative by presenting design decisions and rationale to CEO and CTO

PROJECTS

- **Machine Learning Engineer, Jeopardy LLM** **Providence, RI | Nov – Dec 2024**
Live Demo: <https://bit.ly/3BYHrbw>
 - Technologies used: Python, AutoGen Group Chat, OpenAI, Google Collab
 - Orchestrated interaction between 4 LLM agents and 2 human players to simulate a Jeopardy game
 - Achieved 95% task accuracy in multi-agent system through prompt engineering, minimizing erratic responses and maintaining game realism
- **Design Lead/Software Engineer, Binary Escape** **Chantilly, VA | Jun – Aug 2024**
Live Demo: <https://binaryescape.netlify.app/>
 - Technologies used: JavaScript, HTML, CSS, Blender, Photoshop, After Effects, Firebase
 - Developed 8-round puzzle-adventure game, incorporating riddles into an immersive storyline to enhance players' critical thinking skills
 - Ensured users' familiarity with interface by simulating Windows XP and 2007 MS Word for game setting
 - Prevented users from switching to competitors by creating various gameplay pathways to boost player engagement
 - Established game's unique visual identity by designing logo and animating 3D characters in Blender
- **Project Manager/Software Engineer, Artist's Corner PVD** **Providence, RI | Dec 2023**
Live Demo: <https://artistscornerpvd.github.io/>
 - Technologies used: TypeScript, React.js, Node.js, Vite, Figma, MongoDB, AWS
 - Led 4-person team through entire SDLC to build consignment site for students to sell handmade goods
 - Maximized team efficiency by initiating feedback loop for members to improve individual contributions
 - Streamlined item discovery with fewer clicks by implementing search and sort functionality
 - Reached 99% data availability by configuring MongoDB database to manage item and account objects

TECHNICAL SKILLS

- **Languages:** Python, Java, JavaScript, TypeScript, HTML, CSS, MATLAB
- **Frameworks/Libraries:** React.js, Node.js, LangChain, AutoGen, PyTorch, TensorFlow
- **Databases/Cloud Services:** MongoDB, Firebase, AWS (EC2)
- **Design Tools:** Figma, Blender, Adobe Photoshop, Illustrator, After Effects