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, 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
- **Full Stack 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
  - Reduced data upkeep by 50% with automated web charts to 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

- **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
- **Machine Learning Engineer**, *Race Car AI*   **Providence, RI | Apr – May 2024**
  Poster Link*: https://bit.ly/3VDbBH0
  - Technologies used: Python, TensorFlow, Keras, Scikit-Image, Asphalt 8
  - Programmed AI bot to win 1st place in Asphalt 8 car racing game against CPU players
  - Achieved 86% accuracy in ML model's decision-making by fine-tuning hyperparameters and cleaning 3,000+ dataset images
- **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, Express, Apache Spark, Django
- **Databases/Cloud Services**: MongoDB, Firebase, AWS (EC2)
- **Design Tools**: Figma, Blender, Adobe Photoshop, Illustrator, After Effects