

Pranavi Ram Lakshminarayanan

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EDUCATION

- **Brown University** — B.S. in Computer Science and Literary Arts **Providence, RI | Graduation: May 2026**
 - **GPA:** 4.0/4.0, **Related Course Work:** User Interface/User Experience, Large Language Models and Generative AI, Typography and Fonts, Design and Analysis of Algorithms
 - **Extracurriculars:** Emma Bowen Foundation, Brown Original Series, Rewriting the Code

WORK EXPERIENCE

- **Product Design Intern, HBO Max Streaming App, Warner Bros. Discovery** **New York, NY | Jun – Aug 2025**
 - Delivered 1st generation proof of concept for AI-personalized content discovery feature
 - Reduced production risks by prototyping multi-agent LLM system with Gemini API
 - Collaborated with design technologists to build internal evaluation tool, testing quality of LLM outputs
 - Gained executive support for team's AI initiatives by pitching to CPO, VP, and senior leaders
 - Discovered market opportunities for new streaks and rewards feature by researching 3 benchmark apps in month-long ideation sprint
- **UX Design and 3D Modeling Intern, CareerDay (Education Startup)** **Providence, RI | Sep – Dec 2024**
 - Revamped website to better attract student demographic, leveraging design patterns from 4 leading learning platforms
 - Streamlined site navigation by simplifying 5 user flows and upgrading search and filter functionality
 - Conducted 15+ user interviews and usability tests to identify pain points and drive design improvements
- **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 API, Google Collab
 - Programmed 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, Adobe Photoshop, After Effects, Firebase
 - Developed 8-round puzzle-adventure game, incorporating riddles into an immersive storyline to enhance players' critical thinking skills
 - Established game's unique visual identity by designing logo and animating 3D characters in Blender
 - Prevented churn and boosted player engagement by implementing various gameplay pathways
- **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, 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 deliverables
 - Reached 99% data availability by configuring MongoDB database to manage item and account objects

TECHNICAL SKILLS

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