

Pranavi Lakshminarayanan

U.S. Citizen • pranaviram2@gmail.com • 571-523-7430 • Chantilly, VA 20152 • <https://pranaviln.com/>

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, LLMs and Generative AI, Responsible Computer Science in Practice, Advanced Screenwriting
 - **Extracurriculars:** Rewriting the Code, Emma Bowen Foundation, Women in Computer Science

WORK EXPERIENCE

- **Screenwriter/Director, Brown Student Productions** Providence, RI | Mar 2025 – Present
 - Co-wrote and pitched 35-page coming-of-age mini-series with 4 writers, selected for public screening
 - Managed production of 3 short films, overseeing casting, directing, and editing using Premiere Pro and DaVinci Resolve
- **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
 - Maintained major studio partnerships by designing brand-compliant mockups (e.g. Studio Ghibli, A24)
 - 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
 - Informed product strategy by researching and comparing 3 benchmark apps in month-long sprint
- **UX Design and 3D Modeling Intern, CareerDay (Education Startup)** Providence, RI | Sep – Dec 2024
 - Redesigned website for student demographic by analyzing patterns from 4 leading learning platforms
 - Streamlined site navigation by simplifying 5 user flows and upgrading search and filter functionality
 - Organized 10+ user interviews and 5+ usability tests to identify pain points and drive 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 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
 - Prompt engineered interaction between 4 LLM agents and 2 human players to simulate Jeopardy game
 - Validated use of AutoGen over LangChain, achieving 95% task accuracy on multi-agent workflow
- **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 critical-thinking challenges into immersive storytelling
 - 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://artistscornerpvdb.github.io/>
 - Technologies used: TypeScript, React.js, Node.js, Figma, MongoDB, AWS
 - Led 4-person team through SDLC to build consignment site for students to sell handmade goods
 - Maximized team efficiency by initiating feedback loop for members to improve individual deliverables
 - Enabled real-time access to 50+ account listings by integrating React frontend with MongoDB database

TECHNICAL SKILLS

- **Design Tools:** Figma, Blender, Adobe Photoshop, Illustrator, After Effects
- **Languages:** Python, TypeScript, Java, JavaScript, HTML, CSS
- **Vibe Coding:** Cursor, Lovable, Bolt.new, v0 (by Vercel), Claude Code