Pranavi 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, 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-min short, overseeing casting, on-set 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://artistscornerpvd.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
  - 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
- **Vibe Coding**: Cursor, Lovable, Bolt.new, v0 (by Vercel), Claude Code