Pranavi Ram

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EDUCATION

Brown University, *B.S. Computer Science, A.B. Literary Arts* Providence, RI | Aug 2022 – May 2026

WORK EXPERIENCE

Village Values, *Brand Designer (Part-time)* Remote | Oct 2026 – Present
- Design pitch decks and creative strategy for new client proposals alongside the CEO
- Create brand assets and write social media content for client storytelling campaigns

HBO Max, Warner Bros. Discovery, *AI Product Design Intern* New York, NY | Jun 2025 – Aug 2025
- Increased watch decision confidence 4% with AI-generated descriptions, measured across 2 blind test rounds with 16 viewers
- Connected watch history and catalog data in a Gemini AI agent workflow that generates personalized descriptions
- Led a user research experiment that steered the team to choose segmentation over hyper-personalization
- Built an internal research tool that the design team adopted for later testing rounds
- Defined a high quality bar for AI behavior across accuracy, tone, and privacy, and built evaluations to test it

CareerDay, *UX Design Intern* Providence, RI | Sep 2024 – Dec 2024
- Streamlined 5+ user flows by translating insights from 10+ user interviews and 5+ usability tests
- Restructured search, sort, and filter to make career content easier to find

Brown Public Health Research Lab, *Software Engineer (Part-time)* Providence, RI | Feb 2024 – May 2024
- Enabled researchers to analyze Medicare disparities by building 15+ interactive charts from 500+ records in Python
- Reduced data upkeep ~50% by automating chart updates from Google Sheets

Mi Fonda, *UX Designer (Freelance)* Remote | Apr 2024 – May 2024
- Boosted product visibility 3.7x by redesigning menu rows into compact grid cards
- Analyzed competitors like DoorDash, Uber Eats, and Grubhub to find patterns that make menus easier to browse
- Aligned the CEO and CTO through 3 feedback rounds on a redesign of 4 core screens across mobile and desktop

PROJECTS

Pinnables DevTool, *Product Designer & Engineer* Remote | Jul 2026 – Aug 2026
- Cut frontend iteration to seconds with a tool that sends in-browser feedback directly to AI coding agents
- Invented Version Keys, keyboard shortcuts that let designers flip between AI edits to compare and undo changes
- Owned product end to end and shipped it in 20 days as an open-source MCP server any team can use

Mixr iOS DJ App, *Product Designer & Engineer* Remote | Jun 2026 – Jul 2026
- Doubled first-time remix completion from 3/6 to 6/6 users by simplifying core flows through usability testing
- Designed and built an iOS DJ app for beginners in 32 days with Claude Code and submitted it to the App Store

Readibly Chrome Extension, *Product Designer & Engineer* Remote | Mar 2026 – May 2026
- Simplified complex legal documents with an AI extension that translates them into plain-language summaries
- Flagged risky clauses so readers know what to question before they sign

TEACHING

Brown University, *Teaching Assistant, UI/UX Design* Providence, RI | Jan 2025 – May 2025
- Taught UI/UX lectures to 50+ students and mentored 30+ through design critiques and Figma workshops

SKILLS

Design: Figma, Interaction Design, Visual Design, Prototyping, Design Systems, User Research, Usability Testing
AI: AI Evaluations, AI Prototyping, Agent Workflows, LLM APIs (Gemini, Claude, OpenAI), MCP, RAG
Code: TypeScript, React, Node.js, Python, Swift, HTML/CSS, Claude Code, Cursor, Codex