

Pranavi Ram

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EDUCATION

Brown University · *B.S. Computer Science, A.B. Creative Writing* Providence, RI · Aug 2022 – May 2026

WORK EXPERIENCE

Product Design Intern (Design Engineering), HBO Max · *Warner Bros. Discovery* New York, NY · Jun – Aug 2025

- Improved clarity ratings 4% by engineering a multi-agent AI system with Python and Gemini API to generate personalized content descriptions
- Increased reliability across AI workflows by defining agent handoffs, review stages, and evaluation criteria
- Accelerated AI evaluation by building a React and TypeScript preference-testing tool to compare generated descriptions
- Prototyped AI product experiences in Figma across web, mobile, and TV with product managers, engineers, and researchers

UX Design & 3D Modeling Intern · *CareerDay* Providence, RI · Sep – Dec 2024

- Turned an early-stage concept into an investor-ready MVP in Figma, showcased at FounderCon 2024
- Improved navigation across 5 user flows based on 10+ user interviews and 5+ usability tests

PROJECTS

Design Engineer, Pinnables Developer Tool Chantilly, VA · Jul – Aug 2026

- Reduced frontend iteration to seconds by sending in-browser UI comments directly to coding agents
- Engineered 26K-line TypeScript system in 20 days connecting a Chrome extension, Node service, MCP server, and Vite plugin
- Reduced repeated agent errors by encoding code standards into lint rules that automatically catch mistakes
- Enabled users to instantly restore 5 previous versions with keyboard shortcuts using Git history
- Shipped with 310 passing tests covering core user flows, edge cases, and version recovery

Design Engineer, Mixr iOS App Chantilly, VA · Jun – Jul 2026

- Simplified audio mixing for beginners by designing and building a SwiftUI DJ app in 32 days
- Implemented 8 multi-track editing operations including split, trim, drag-and-drop, and reflow
- Standardized UI by translating a design system into 67 reusable SwiftUI components and 133 design tokens
- Built predictable clip placement with live previews, snapping, and spring animations across iPhone, iPad, and Mac
- Taught an AI agent DJ logic by writing a custom skill for planning remixes based on song structure and compatibility

Design Engineer, Personal Portfolio Providence, RI · Sep – Dec 2025

- Designed and engineered a portfolio in React and CSS around a custom typeface created in Glyphs
- Defined a motion system with 40+ animations using Motion, CSS keyframes, and SVG filters
- Reduced homepage load time 60% and image size 39% by optimizing 16 assets

TECHNOLOGIES

Languages	TypeScript, JavaScript, Swift, Python, HTML, CSS
Frameworks	React, Node.js, SwiftUI, SwiftData
Design	Figma, Paper, Adobe Photoshop, Illustrator, After Effects, Blender
Developer Tools	Git, Vite, Chrome MV3, MCP, Cursor, Claude Code, Codex, Xcode