

Pranav Nutalapati

Software Engineer



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US Permanent Resident

EDUCATION //

University of California, Berkeley

Master of Engineering in Computer Science; Visual Computing & Computer Graphics

Berkeley, CA

AUG 2025 – MAY 2026

Georgia Institute of Technology

Bachelor of Science in Computer Science; Threads: Intelligence, Media; GPA: 3.93

Atlanta, GA

AUG 2020 – DEC 2022

EXPERIENCE //

McKinsey Digital

Senior Engineer I

Raleigh, NC

MAR 2023 – JUN 2025

– Agentic Contract Parsing

Used agent teams to extract and parse terms from a wide variety of contracts and agreements, creating structured outputs and tracking leakage in expected vs. actual profits.

Python, AutoGen, LangGraph, .NET

– Supply Chain Optimization

Created a supply chain planning system for a large vehicle manufacturer. Optimized client-side calculation logic, creating 5x speedup. Coordinated API contract across development and data teams. Created a custom datagrid library, enabling intuitive code structure and performance by default. Built PoC for LLM-powered planning assistant.

React, Redux, NestJS, Postgres, AWS

– Distributed Automated Testing Orchestration

Created bespoke end-to-end test suite, synchronizing state across multiple medical device VMs. Implemented a TCP-based RPC protocol in an orchestrator/worker pattern and computer vision to validate software behavior.

Python, Selenium, OpenCV, Tesseract, RPC, Docker

– Payment Assistance Digital Journey

Created a centralized portal for financially challenged energy customers to find payment assistance programs. Coached client developers to cleaner code through PR reviews and problem-solving sessions. Implemented a custom SVG layout engine for a unique UI element.

Angular, AWS Lambda, Sitecore

– Field Service Schedule Optimization

Created a scheduling optimization solution for field workers at a utility company. Implemented a full-stack dashboard for planners to manually adjust schedules, with consideration for traceability and plan version control.

React, Express, Postgres, Azure

Brawlhalla Esports, Blue Mammoth Games

Software Developer

Atlanta, GA

OCT 2021 – FEB 2023

– Odin's Journal

Designed and built a Twitch Extension to enhance viewership experience by overlaying interactive statistics, tournament bracket updates, and viewer votes. Delivered a concurrent live experience to 30,000 viewers.

React, Twitch PubSub, AWS S3, AWS Lambda

– Website Redesign

Redesigned brawlhalla.com, migrating from a Divi-powered WordPress theme to a headless WordPress CMS with a SvelteKit front-end. Deployed site consistently crosses 25,000 pageviews per day.

Figma, SvelteKit, WordPress, AWS

– Stream Toolkit (Gjallarhorn)

Architected a resilient, multi-user, real-time system to ingest tournament data from several systems (start.gg, internal APIs, game spectator clients) and consolidate it for downstream CG software (CharacterWorks, Aston, vMix). An open-source version with a reduced feature set is available for community use.

React, Node.js, WebSockets, AWS EC2, GraphQL

PROJECTS //

– Spatial WL

A work-in-progress VR desktop environment. Learning GPU programming, window managers, and systems programming.

C, Rust, Monado, wlroots, Wayland

– Image Processing Techniques using OpenCV and Python

An exploration of how transforms, blurs, thresholding, and erosions/dilations are used in image pre-processing pipelines, demonstrated by creating an augmented reality sudoku solver. Presented internally at McKinsey Digital Discussion Hour.

Python, OpenCV, MediaPipe, Tesseract

– Rubik's Cube RL Agents

Machine Learning (CS 4641) end-of-semester project to solve a Rubik's Cube using reinforcement learning. Explored a variety of agents, network architectures, and hyperparameters.

Python, TensorFlow, Keras, OpenAI Gym

CERTIFICATIONS & AWARDS //

AWS Certified Solutions Architect - Associate

APR 2024

Intl. Silver Medal in Web Technologies at WorldSkills Kazan

AUG 2019