

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** Python, AutoGen, LangGraph, .NET
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.
- **Supply Chain Optimization** React, Redux, NestJS, Postgres, AWS
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.
- **Distributed Automated Testing Orchestration** Python, Selenium, OpenCV, Tesseract, RPC, Docker
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.
- **Payment Assistance Digital Journey** Angular, AWS Lambda, Sitecore
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.
- **Field Service Schedule Optimization** React, Express, Postgres, Azure
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.

Brawlhalla Esports, Blue Mammoth Games

Software Developer

Atlanta, GA

OCT 2021 – FEB 2023

- **Odin's Journal** React, Twitch PubSub, AWS S3, AWS Lambda
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.
- **Website Redesign** Figma, SvelteKit, WordPress, AWS
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.
- **Stream Toolkit (Gjallarhorn)** React, Node.js, WebSockets, AWS EC2, GraphQL
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.

PROJECTS //

- **Spatial WL** C, Rust, Mono, wroots, Wayland
A work-in-progress VR desktop environment. Learning GPU programming, window managers, and systems programming.
- **Image Processing Techniques using OpenCV and Python** Python, OpenCV, MediaPipe, Tesseract
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.
- **Rubik's Cube RL Agents** Python, TensorFlow, Keras, OpenAI Gym
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.

CERTIFICATIONS & AWARDS //

AWS Certified Solutions Architect - Associate

APR 2024

Intl. Silver Medal in Web Technologies at WorldSkills Kazan

AUG 2019