Ajit Maramreddy

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Education

The University of Texas at Austin — **B.A. Economics; Minor in Educational Psychology**
Austin, TX — *Expected May 2028 | GPA: 3.8*
Relevant Coursework: Economic Statistics, Foundations of Finance

Product Experience

Product Management Extern — **BeReal (via Extern)**
Remote — *Oct 2026 – Present*

- Prioritized a capture-time feature proposal to prevent delayed uploads from marking on-time photos late; ranked feature concepts with RICE after benchmarking social platforms.
- Authored a product requirements document with user stories, posting-rate KPIs, acceptance criteria, and privacy guardrails; built an engagement prototype in Replit Agent.

Product Management Consultant (Student Project) — **Adobe (via Texas Product Catalyst)**
Austin, TX — *Sep 2026 – Present*

- Evaluating Adobe Express presentation, video, and portfolio workflows with a student client team; developing a framework to prioritize user pain points by feasibility and potential impact.

Data Analyst Extern — **Breaking Games (via Extern)**
Remote — *Sep 2026 – Oct 2026*

- Used SQL across commerce datasets; diagnosed product referral attribution gaps and built KPI reporting to support Q4 inventory recommendations.

Projects

GamePulse – Player Retention & Churn Intelligence, Personal Project
Python, SQL/SQLite, pandas, scikit-learn, JavaScript | Nov 2026 — *Demo | GitHub*

- Built a retention dashboard with CSV validation, onboarding funnels, and D1/D7/D30 cohorts using 335,355 synthetic gameplay events from 10,000 simulated players across 120 days.
- Evaluated a logistic-regression churn model on 2,404 chronologically held-out synthetic players; measured 0.827 ROC-AUC with disjoint users and first-week-only features.

Project Unleashed – Roblox Multiplayer Combat Prototype
Roblox Studio, Luau, server-side combat systems | Oct 2026

- Implemented server-side parry and combat logic, hero-select HUD, round/results presentation, and combat effects in a battlegrounds prototype.
- Validated scripted and bot-supported 1v1, 2v2, and 4v4 match flows in Studio, including botfill, KO results, and round transitions.

SoundMatch – Explainable Music Discovery, Personal Project
Python, SQLite, JavaScript, content-based ranking, offline evaluation | Nov 2026 — *Demo | GitHub*

- Built a music-discovery prototype with preference onboarding, transparent ranking explanations, and persistent save/skip feedback across 480 fictional tracks and 60 fictional artists.
- Evaluated recommendations on 160 synthetic profiles using 10 training and 20 held-out likes each; measured 45.4% precision@10 and 74.2% catalog coverage.

LabRecon – Product Team Lead, Texas Product Catalyst (Student Project)
Product discovery, requirements, prototyping, financial modeling | Feb 2026 – Apr 2026

- Led a 5-person team through discovery and a prototype for research discovery, faculty outreach, and application pipeline tracking; presented at Demo Day.
- Shifted the concept from automated professor emails to student-controlled AI drafts to address spam and trust concerns; modeled a 5-year business case.

Skills

Product: PRDs, RICE prioritization, user stories, acceptance criteria, KPI definition, competitive analysis, prototyping
Technical: SQL, Python, JavaScript, Luau, SQLite, pandas, scikit-learn, Roblox Studio
Analysis: Cohort retention, model evaluation, Excel (PivotTables, VLOOKUP), financial modeling