David Geddam

Portfolio, LinkedIn, GitHub

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Skills

- **Programming Languages**: Python, Java
- **Frameworks Libraries**: Hugging Face, Pandas, NumPy, Matplotlib, Seaborn, Plotly, JavaFX
- **Technologies**: Docker, Git, Jupyter, GitHub Actions
- **Languages**: Telugu (Native), Hindi (Native), English (Full Professional Proficiency), Arabic (Elementary Proficiency)

Projects

- **VibeCLI** (`GitHub`): Developed and styled a dual-mode command-line assistant using Node.js, the Google Gemini API, and Chalk. The application functions as both a realistic UNIX shell simulator for safe command testing and a conversational AI for coding or daily help, as well as utilizing dual system prompts to enforce strict persona separation between the shell and the chatbot, ensuring contextually appropriate AI behavior.
- **Prompt Enhancer** (`GitHub`): Developed a modular Gradio-based prompt optimization tool that rewrites and enhances user prompts for ChatGPT, Claude, and Gemini. Integrated Google Gemini 1.5 Flash with instruction-tuned system prompts and filtering logic to ensure clean, single-line enhancements without generating answers.
- **LLM Benchmark Visualizer** (`GitHub`): Engineered an interactive web application to benchmark and visualize performance, price, and speed metrics for leading LLMs (e.g., Mistral AI, Llama 3). Utilized Pandas for data aggregation and Plotly for dynamic visualizations, providing clear, comparative insights for optimal model selection.
- **VisiGen – AI Image Generator** (`GitHub`): Developed a desktop application that integrates with the Stable Diffusion API to generate high-quality images from complex natural language prompts. Designed the UI with JavaFX and managed API requests, demonstrating skills in building full-stack AI-powered tools.
- **Tata Group GenAI Data Analytics Job Simulation** (`Certificate`): Leveraged Generative AI and prompt engineering techniques to analyze a large dataset of customer feedback. Synthesized complex information into a concise, AI-generated business summary, identifying key trends and actionable insights.
- **Cuatros-Tetris-Inspired Game Development** (`GitHub`): Engineered a fully responsive UI with intuitive controls and multiple screens, significantly enhancing user engagement and gameplay experience. Collaborated with team members, on core game mechanics development and applied JavaFX GUI design and OOD principles, reducing user errors by 30% and improving game stability by 40% through thorough testing and debugging.

Experience

- **Bob Jones University** — Greenville, SC
  Technician and Training Assistant — *05/2025 – Present*
    - **Technician – Audio Visual**: Delivered critical AV support for all campus-wide events, troubleshooting hardware and software to ensure seamless operations. Increased system uptime by 25% and boosted operator efficiency by 20% by implementing user-friendly control interfaces with Extron Software Tools.
    - **Training Assistant – Arduino Engineering**: Instructed a cohort of 15+ middle and high school students in Arduino programming fundamentals and hardware integration. Guided students through the development of hands-on projects, improving their practical understanding of computer engineering principles.

Education

- **Bob Jones University** — Greenville, SC
  BSc Computer Engineering; GPA: 2.87 — *08/2023 – Expected 05/2027*
    - **Relevant Courses**: Object Oriented Programming in Python, Object Oriented Programming in Java, Digital Electronics