David Geddam

Portfolio, LinkedIn, GitHub

Email: davidspurgeongeddam@gmail.com
Mobile: +1-864-518-4731

SKILLS

- **Programming Languages**: Python, Java, SQL
- **Programming Frameworks**: TensorFlow, PyTorch, Hugging Face, Pandas, NumPy, Scikit-learn, Matplotlib, Seaborn
- **Technologies**: Docker, Postman, Google Collab, Git, GitHub Actions
- **Languages**: Telugu (Native), Hindi (Native), English (Full Professional Proficiency), Arabic (Elementary Proficiency)

PROJECTS

- **Siri Project- On-Device Intent Classification (`GitHub`)**: Conducted a comparative analysis of machine models for intent classification. Designed and benchmarked three models-TF-IDF with **Logistic Regression, LSTM, and a fine-tuned DistilBERT Transformer**- to evaluate performance under resource constraints. Diagnosed several overfitting challenges in the deep learning models caused by limited custom data, highlighting the trade-offs b/w model complexity and dataset size. Concluded that the baseline TF-IDF model provided the optimal balance, achieving **67 percent accuracy** while being 20x smaller and 100x faster than the LSTM.

- **Bangalore House Price Prediction (`GitHub`)**: Deployed a full stack real estate price prediction application, following a complete data science project lifecycle. Performed data cleaning, feature engineering and outlier removal using **Pandas**, **Numpy**, and **Matplotlib**. Trained a **Scikit-learn** linear regression model and evaluated using KCrossValidation score. Designed UI using **HTML, CSS and Javascript**. Automated deployment to **Microsoft Azure** production, using **CI/CD** pipeline with **GitHub Actions**, running on Gunicorn prodcution server.

- **VibeOS - A Conversational AI Desktop (`GitHub`)**: Developed an experimental, browser-based "desktop environment", featuring dynamic window management, and integrated AI tools. Built with **HTML, CSS5, Javascript**, and powered by the Google Gemini API, with AI-native user experiences and integration of multiple APIs (OpenWeather, Web Speech API) to deliver minimal agentic functionalities like AI trip planning and academic assistance within a fluid desktop environment.

- **VisiGen – AI Image Generator (`GitHub`)**: Developed a **Java**-based desktop application that integrates with the **stable diffusion API** to generate near accurate images from natural language prompts. Designed the UI with JavaFX and managed API requests, demonstrating skills in front end GUI interface, with AI assisted development.

- **Cuatros-Tetris-Inspired Game Development (`GitHub`)**: Developed a fully responsive UI with multiple controls and multiple screens, enhancing user engagement and gameplay experience. **Collaborated with team members**, on core game mechanics, frontend development and applied JavaFX GUI design and **OOD** principles, reducing user errors by 30% and improving game stability by 40%.

EXPERIENCE

- **Bob Jones University**   Greenville, SC
  Technician and Training Assistant   *05/2025 – 08/2025*
  - **Technician – Audio Visual**: Delivered AV support for all campus-wide events, **took direction with criticsm**, troubleshooting hardware and software, and increased system uptime by 25%.
  - **Training Assistant – Arduino Engineering**: Instructed and had the **ability of working well** with professor and co-assistants to train 12+ middle and high school students in Arduino programming. Also guided students through the development of hands-on projects, and graded tasks, improving their practical understanding.

EDUCATION

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