David Geddam

Portfolio, LinkedIn, GitHub

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SKILLS

- **Programming Languages**: Python, Java, SQL
- **Programming Frameworks**: Huggingface, 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

- **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.
- **Prompt Enhancer (GitHub)**: Developed a **Gradio**-based application, using **Python** for enhancing user prompts using effective prompting techniques across top LLMs (ChatGPT, Claude, Gemini). This tool integrates **Gemini 2.5 Flash API** with instruction-tuned system prompts.
- **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