DAVID MANOHAR GEDDAM

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PROFESSIONAL SUMMARY

David Geddam is an aspiring AI / Software Engineer, currently a sophomore student pursuing a BS in Computer Engineering at Bob Jones University, with a keen interest in AI Research. He is passionate about solving complex problems and leveraging the power of image and video generation to make a meaningful impact.

EDUCATION

Bachelor of Science: Engineering (Computer) Anticipated May 2027
Bob Jones University (ABET-accredited), *Greenville, SC*
GPA: 2.87/4.00

WORK EXPERIENCE

Audio Visual Technician May 2025 – Present
Bob Jones University, *Greenville, SC*

- Troubleshooting hardware and software issues related to AV systems and providing technical support for A/V across the university campus events. Improved system uptime by 25% through troubleshooting.
- Gaining experience in Extron's GUI Designer software to gain an understanding of software and user interfaces in professional AV systems.

PROJECTS

VisiGen – AI-Powered Image Generator May 2025

- Developed a JavaFX Desktop GUI Application that uses Hugging Face's stable diffusion API to generate images from natural language prompts by the user.
- Designed a minimal responsive UI with input handling, allowing users to enter as much descriptive text as needed. Received 90% positive feedback from users while testing for accurate images.

Cuatros- Tetris-inspired Game Development April 2025

- Designed and implemented a responsive UI, including intro, title, loading, game screen, with all controls.
- Assisted team members in implementing core game mechanics such as block spawning, rotation, movement animation, a leaderboard to track scores, and background effects to improve user experience. Ultimately, gained experience in working with JavaFX GUI Design and OOD. Reduced user error rates by 30% through responsive UI design and overall gameplay mechanics. Also increased game stability by 40% through Junit testing and bug fixes.

Image-enabled Weather Balloon Project May 2024

- Designed a robust tracking system for a camera using APRS Transmitters, GPS Recievers, antennas, and batteries with a minimal budget, achieving unlimited tracking accuracy to 100% for up to 48 hours.
- Developed a solution framework for problem identification and tested the product before launch.

TECHNICAL SKILLS

Programming Languages: Java, Python

Software Tools, Frameworks: Extron GUI Designer, JavaFX, Git, Github, Verilog, Stable Diffusion, Hugging Face

Other: OOP in Java and Python, CS Fundamentals, Gradle, FXML, Html, Css