DAVID MANOHAR GEDDAM

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SUMMARY

Sophomore Computer Engineering student applying Java and Python skills through practical application, with a keen interest in AI Research. Built a JavaFX Image generator application and optimised A/V systems, achieving a 25% improvement in uptime. Contribute proficiency to software programming, AI, and Deep Learning Research.

TECHNICAL SKILLS

Languages: Java, Python, Verilog
Frameworks: JavaFX, Pytorch Basics, Gradle
Tools & Platforms: ExtronGUIDesigner, HuggingFace APIs, Git/Github, FXML, HTML, CSS, Excel

EDUCATION

Bob Jones University- B.S. Computer Engineering(ABET) Anticipated May 2027
GPA: 2.87 *Greenville, SC*

Relevant Coursework
Object-Oriented Programming in Java and Python, CS Fundamentals, Digital Electronics.

EXPERIENCE

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

- Troubleshoot hardware and software issues related to AV systems and provide technical support for A/V across the university campus events. Improved system uptime by 25% through troubleshooting.
- Develop custom touch-panel interfaces in Extron's GUI Designer software and design various 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.