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. Proven ability to troubleshoot hardware and software issues, resulting in a 25% increase in system uptime. Proficient in Java, Python, C, and configuring AV control interfaces using Extron GUI Designer and GC Plus, with foundational knowledge of signal routing, equipment setup, and UI design. Adept at collaborating with cross-functional teams and delivering responsive, customer-focused support.

TECHNICAL SKILLS

- **Programming Languages:** Java, Python, C, Verilog
- **Frameworks & Libraries:** JavaFX, PyTorch (Basic), Gradle
- **Tools & Platforms:** Extron GUI Designer, Hugging Face APIs, Git/GitHub, FXML, HTML, CSS, Microsoft Excel

EXPERIENCE

Audio Visual Technician **05/2025 to Current**
Bob Jones University **Greenville SC**

- Provided AV technical support for campus-wide events, improving event execution quality, and contributing to a 25% increase in system uptime through effective troubleshooting.
- Diagnosed and resolved hardware/software issues in AV systems, reducing response time to issues by 30%, and enhancing system reliability.
- Gained hands-on experience with Extron's GUI Designer, enabling the creation of user-friendly AV control interfaces and boosting operator efficiency by 20%.
- Supported the setup and maintenance of AV equipment for over 50 events, ensuring 100% readiness and minimizing technical disruptions.

EDUCATION

B.S.: **Computer Engineering (ABET)** **Expected in 05/2027**
Bob Jones University Greenville, SC

- Relevant Coursework: Object-Oriented Programming in Java and Python, CS Fundamentals, Digital Electronics.
- GPA: 2.87

PROJECTS

VisiGen **May 2025**
AI-powered image generator

- Developed a JavaFX desktop application leveraging Hugging Face's Stable Diffusion API to generate high-quality images from natural language prompts
- Designed a clean, responsive UI with advanced input handling, enabling users to provide detailed descriptions; achieved 90% positive user feedback for image accuracy during testing.

Cuatros **April 2025**
Tetris-Inspired Game Development

- Engineered a fully responsive UI with intuitive controls and multiple screens, significantly enhancing user engagement and gameplay experience.
- Collaborated 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.

SpaceCam **May 2024**
Weather Balloon Project

- Designed and implemented a cost-effective, robust tracking system integrating APRS transmitters, GPS receivers, antennas, and power management to achieve 100% tracking accuracy for up to 48 hours
- Developed a comprehensive troubleshooting and testing framework, ensuring reliable system performance prior to deployment.

TailLight **Oct 2023**
Control System Design and Simulation

- Designed and implemented a tail-light control system using combinational logic circuits, protoboards, and Multisim software. Performed simulations involving various gates, as well as input/output configurations, achieving 100% accuracy in functionality.
- Validated circuit behavior using Verilog through truth tables and Karnaugh Maps, ensuring decent circuit design for signals.