David Manohar Geddam

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Education

Bob Jones University (Aug 2023 - present)   **GPA: 2.87**

Bachelor of Science in Computer Engineering   *Greenville, South Carolina*

Relevant Coursework

- Digital Electronics
- Object Oriented Programming in Java and Python
- JavaFX
- Microsoft Excel
- CS Fundamentals

Experience

IT Technologies(BJU)   **May 2025 – present**

Audio Visual Technician(Part-Time)   *Greenville, South Carolina*

- Troubleshooting hardware and software issues related to AV systems and providing technical support for audio/visual equipment across campus events and classrooms.

HVAC Department(BJU)   **Feb 2025 – May 2025**

HVAC Technician Assistant(Part-Time)   *Greenville, South Carolina*

- Conducted hands-on work and collaborated with senior-level engineers assembling and disassembling electrical components, air conditioning equipment, changing resistors and filters, ensuring proper functionality and performance.

Projects

VisiGen – AI-Powered Image Generator | *JavaFX, Gradle, FXML, CSS, Hugging Face*   *May 2025*

- Developed a JavaFX Desktop GUI Application that uses the Hugging Face stable diffusion API to generate near-detailed images from natural language prompts by the user.
- Designed a minimal responsive UI with intuitive input handling, allowing users to enter as much descriptive text as needed based on their prompts and generate medium-quality images with a button click.
- Integrated external Stable Diffusion's open-source model's API and utilised JavaFX Media module for image rendering.

Cuatros – Tetris-inspired Game Development | *JavaFX, Gradle, FXML, CSS*   **April 2025**

- Team member of a 3-member group: coordinated and collaborated for this final group project for the CPS 209 Course.
- Designed and implemented a responsive UI including intro, title, loading, and game screen, with all menus and difficulty levels to enhance the challenges of progress.
- Assisted team members in implementing core gameplay mechanics such as block spawning, rotation, movement, line clearing after collision, leaderboard to track high scores, mute button, sound effects, background effects, to improve user experience. Also added unit testing game logic with Junit Jupiter.
- Gained experience in working with JavaFX GUI Design, OOD, Animations, Timeline, and Media.

Image-enabled Weather Balloon Project | *APRS*   **May 2024**

- Associate for a 2-member Electronics team and coordinated with other project leaders for project unity.
- Designed a robust tracking system using APRS transmitters, GPS receivers, antennas, batteries, and power banks, achieving unlimited tracking for 48 hours. Also, developed a solution framework for problem identification and testing.
- Learned how to establish the goal, identify problems, design a solution, prototype, and test the product in the field.