David Manohar Geddam

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Education

Bob Jones University (Aug 2023 - present) **GPA: 2.73**

Bachelor in Computer Engineering *Greenville, South Carolina*

Relevant Coursework

- Digital Electronics • Object Oriented Programming in Python • Microsoft Excel
- HTML • CSS • FPGA

Experience

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

Assistant *Greenville, South Carolina*

- Conducted hands-on work with electrical components, air conditioning equipment, and changing resistors.
- Collaborated with a team of senior-level engineers and colleagues in performing maintenance on air conditioning equipment by troubleshooting and replacing various filters.
- Demonstrated physical stamina by working in various technical environments, including closed spaces and elevated platforms.

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

- Associate for 2-member Electronics team and coordinated with other project leaders for project unity.
- Determined the video range and calculated all the possible ranges for weather balloon flight.
- Designed a robust tracking system using APRS transmitters, GPS receivers, antennas, batteries, and power banks, achieving unlimited tracking for 48 hours.
- Integrated camera system for image capture on an affordable budget, including 1080p high-quality capture.
- 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.

Tail light Control System Design, Circuit Design, and Simulation | *Multisim, Verilog* **October 2023**

- Designed and implemented a tail-light control system using combinational logic circuits, protoboards, and Multisim software, achieving 100% accuracy in functionality.
- Performed simulations in Multisim, involving AND, OR, and NOT gates, a 10Hz function generator, and input/output configurations.
- Validated circuit behavior using Verilog through experimental testing, truth tables and Karnaugh Maps, ensuring decent circuit design for signals.
- Performed simulations in Questasim to debug and analyze AXI transactions, utilizing GTKWave for in-depth waveform analysis and precise timing verification

“Dukehunt” Game | *Object Oriented Programming in Python, HTML* **December 2024**

- Developed an object-oriented Python game simulating an open environment where players locate hidden “Duke” creatures, disguised as vegetarians.
- Designed a class hierarchy to manage different entities, movements, and interactions with 500+ entities using OOP principles. Also implemented advanced features like cheat indicators, explosions from decoys, environmental behaviors, sound effects, and animations.
- Adhered to professional style guidelines and ensured proper code functionality.

Leadership/Volunteer Experience

Finance Assistant for EZX Tornadoes Society | *BJU* **2023-2024**

Studio Assistant for Music Production | *JHM Ministries*