DAVID MANOHAR GEDDAM

Greenville, 29614 SC | (864)518-4731 | davidspurgeongeddam@gmail.com | **www.linkedin.com/in/david-geddam**

SUMMARY

Detail-oriented and technically skilled audio-visual technician with hands-on experience supporting campus-wide AV operations and events. Proven ability to troubleshoot hardware and software issues, resulting in a 25% increase in system uptime, and enhanced event reliability. Proficient in configuring AV control interfaces using Extron GUI Designer, with foundational knowledge of signal routing, equipment setup, and user interface design. Adept at collaborating with cross-functional teams and delivering responsive, customer-focused support. Committed to continuous learning and delivering high-quality AV solutions in fast-paced environments.

CORE COMPETENCIES

- Problem solving
- Time management
- Team collaboration
- Effective communication
- System troubleshooting

- Attention to detail
- Customer service
- Adaptability skills
- Critical thinking
- Control Systems

- Software Configuration
- Interface Design
- Equipment setup
- Signal routing
- Cable management

TECHNICAL SKILLS

- **Programming Languages:** Java, Python, 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.

Image-Enabled   *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