DARIS CHEN

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EDUCATION

University of California San Diego — La Jolla, CA 92092
Computer Engineering B.S.

- **Relevant Coursework:** Data Structures and Object Oriented Design, Data Structures, Software Engineering, Statistical NLP, Parallel Computing, Operating System Principles, Machine Learning: Learning Algorithms, Probabilistic AI Models

EXPERIENCE

Software Engineering Intern — January 2025 - Present
PersonifyApp.ai — Remote

- Rebuilt feature leaderboard using Next.js, Tailwind CSS, and Firebase, increasing user traffic by 15%; filtered Firebase database to remove duplicate entries.
- Introduced admin controls for request approvals, rejections, and closures, halving resolution times.
- Implemented vote-based ranking, category sorting, and search, reducing user interaction time by 20%.
- Collected and labeled 200+ top-college admission essays via manual scraping and Google Sheets; used internal NLP tool to extract frameworks and summaries, enhancing content structure and discoverability.

Groundwork Books Full-Stack Commercial Website — September 2024 - Present
UCSD Groundwork Books — Remote

- Built e-commerce site for 2000+ books with Square payments and Google auth for secure transactions.
- Boosted load times by 40% with responsive Svelte/Tailwind UI across all devices.
- Implemented real-time inventory tracking using Firebase for faster order processing.

E4E FishSense Artificial Intelligence Researcher — Feburary 2025 - Present
UCSD Engineers for Exploration — Remote

- Currently replicating Measuring Laser Beams with a Neural Network to detect the fish head/tail points, estimate fish size, and compute distance from camera.

RedShift LLM Jailbreak *Python, Pytorch, Prompt Engineering, CUDA, AI/ML* — January 2025 - March 2025
UCSD CSE 156 — La Jolla, CA 92092

- Led a multi-phase research project extending Distract Large Language Models for Automatic Jailbreak Attack, a multi-agent LLM adversarial attack system, using LLMs as attackers, targets, and judges.
- Refactored Python codebase, reducing local attack errors by 40% per iteration and cutting resource overhead and redundancy by 35%.
- Integrated Chain-of-Thought (CoT) reasoning, expanding study scope by 67% and evaluating its effect on jailbreak success across four additional LLMs.

Project Manager — March 2024 - June 2024
University of California, San Diego, CSE 110 — La Jolla, CA 92092

- Oversaw CI/CD pipelines, reducing deployment errors by 30% while ensuring scope, quality, and timeline adherence.
- Defined 50+ user stories with accurate estimates; launched 10+ core features across sprints.
- Optimized task allocation and backlog organization, accelerating key feature delivery by 25% and reducing completion time from four to three weeks.
- Led daily stand-ups and biweekly sprints, boosting team communication by 40% and delivery speed by 33%.

PROJECTS

Mini-Stockfish Chess Engine *Python, Pygame GUI, Cython, Multithreading, PyTorch, numpy, pandas*

- Developed a Python chess engine with minimax and alpha-beta pruning alongside book openings and tablebases; accelerated search 77.2% via Cython, cutting eval time from $\sim 1100\mu s$ to $\sim 250\mu s$.

Stock Analysis and Prediction AI *Git, PyTorch, Jupyter, Numpy, Pandas, AdamW, CUDA*

- Built LSTM-based stock predictor (PyTorch) using technical indicators; optimized processing of 28M-line dataset (30% faster), achieving 22% better accuracy and 15% higher simulated ROI with VIX weighting.

SKILLS AND COURSEWORK

Programming Languages: Python, Java, C, C++, ARM, HTML, CSS, Javascript
Libraries and Frameworks: React.js, Node.js, Express.js, Next.js, Socket.io, JUnit, Linux, Ubuntu, Svelte, Tailwind, NumPy, pandas, matplotlib, Tensorflow, CUDA, cuDNN, OpenCL, Linux, Umix, Scikit-learn, tqdm, transformers, Pygame
Developer Tools: Git, Visual Studio, Jest, Puppeteer, MongoDB, CodeMirror, Miro, Jira, Figma, Microsoft Teams, Slack, Firebase, Firestore, HuggingFace