DARIS CHEN

(562) 386-3975 | daris.chen@gmail.com | linkedin.com/in/darischen | github.com/darischen

EDUCATION

University of California San Diego La Jolla, CA 92092
Computer Engineering B.S.
Relevant Coursework: Computer Organization and Systems Programming, Data Structures and Object Oriented Design, Discrete Mathematics, Mathematics for Algorithms and Systems, Linear Algebra, Data Structures, Software Engineering, Signal Analysis for Circuits and Systems, Analog Design

SKILLS

Languages:	Python, Java, C/C++, ARM, HTML, CSS, Javascript
Libraries and Frameworks:	React.js, Node.js, Express.js, Socket.io, Linux, Ubuntu, Svelte, Tailwind
Developer Tools:	Github, VSCode, Visual Studio, Jest, Puppeteer, CodeMirror, Miro, Jira, Figma

PROJECTS

Red Pitaya Hackathon *Red Pitaya, Vivado by Xilinx, Python, Signal Processing, Soldering Iron, FPGA, VHDL*

- Engineered half-duplex infrared systems, boosting transmission efficiency by 75% in simulated space conditions.
- Reduced operational complexity by eliminating 3 of 4 processing steps.

Stock Analysis and Prediction AI *Git, Tensorflow, Jupyter, Numpy, Pandas, Adaptive Moment Estimation, Mean Squared Error*

- Developed and trained an LSTM deep-learning RNN for predicting stock prices based on historical price points, Bollinger bands, moving averages, daily trade volume, and the stochastic oscillator.
- Boosted computational efficiency by 30% through optimizing multi-million-line datasets using gradient descent and the Adam algorithm, reducing data processing time from 4 hours to 2.8 hours.
- Generated 15% more return on investment over a 3-month period in testing simulations.
- Increased stock behavior prediction accuracy by 22%, enhancing price forecasts' precision.

Groundwork Books Full-Stack Commercial Website *Svelte, Firebase, Square, Google Forms API, Tailwind*

- Constructed a thriving commercial website that offers over 2000 books to customers.
- Designed and implemented a secure, reliable checkout system for seamless customer transactions while supporting user, cart, and order functionalities.

Hearthpebble *MongoDB, Express.js, React.js, Node.js, Socket.io, Axios, ThreeJS, GSAP* Project Link

- Built a full-stack web-based 1-on-1 card game inspired by Hearthstone.
- Developed a real-time multiplayer game using Three.js and GSAP for 3D rendering, seamlessly integrating WebSockets to enable real-time interactions.
- Orchestrated seamless integration between React.js frontend and backend by developing RESTful APIs with Node.js, Express.js, and Axios, enhancing data flow efficiency and application performance.
- Created a MongoDB database system to efficiently store and retrieve user profiles and activity logs, ensuring real-time access to critical user data.

EXPERIENCE

Project Manager Mar. 2024 - Jun. 2024
University of California, San Diego, CSE 110 La Jolla, CA 92092

- Managed CI/CD pipeline and adjusted team goals to balance the Iron Triangle.
- Collaborated to create user stories and assign story points for feature implementation.
- Improved task assignment and backlog management, reducing key feature completion time from four to three weeks.
- Spearheaded daily stand-ups and bi-weekly sprints within the Agile Scrum framework, enhancing communication among team members and boosting project delivery timelines by 25% while ensuring alignment on project objectives.