

Daphne Wilkerson

(619) 916-7604 | daphnemwilkerson@gmail.com | daphneorelse.github.io/portfolio | [LinkedIn](#)

Summary

I am a highly self-motivated UI/UX designer and engineer excited to find work in user experience design. I thrive best among teams that are similarly eager to craft meaningful and reliable interactions with technology.

Education

Stanford University BS in Computer Science (Concentration in Human Computer Interaction), Minor in Music GPA: 3.99 Coursework focus: team-based software development, group critique, design principles and prototyping, technical writing, algorithm design, and usability testing	Stanford, CA June 2023
Coronado High School Valedictorian — GPA: 4.46 Distinction in Science, Yale Book Award, National Honor Society Coronado School of the Arts, Piano Performance	Coronado, CA June 2018

Experience

Independent Music Software Development Released <i>LaunchCodes</i> , an audio production plugin for synthesizing explosive sounds, built and tested over a five month period Leveraged the Juce framework to build an industry-standard product with original code Designed an entirely unique and themed user interface with over 20 original GUI components including envelope, filter, and waveshaper editors, all prototyped in Figma and tested with end users Integrated Faust audio processing language for novel DSP algorithms, and built custom envelope, LFO modulator, and synthesizer voice classes from scratch in C++ Profiled performance in several environments throughout production and dramatically optimized runtime Designed a highly interactive website from scratch to host my work, accessible here	June 2023 – Present
Research in Interaction Design Conducted research on touch gestures for audio-based interaction over several months with three co-researchers, involving ten participants and producing a paper on our findings (unpublished, available here) Oversaw design work of four high-fidelity mobile and web app prototypes in teams of four developers using React and Figma, in domains such as music education, music-sharing, and artificial intelligence Won best overall app prototype in a design contest of over 50 group competitors	January 2022 – June 2023
Stanford Taiko – Artistic Director Oversaw twice-weekly rehearsals for nationally respected Japanese drumming ensemble of 15 members Managed minute-by-minute practice scheduling, communication with distinguished guest teachers and advisors, and preparation for 25th anniversary concert attended by over 600 people and featuring dozens of guest performers Updated and maintained organization website with university domain access	September 2021 – June 2022

Skills

Design: Figma, Illustrator, React Wireframing, Prototyping, User Testing, Heuristic Evaluation
Programming: C++, C, JavaScript, HTML/CSS, Python, Git
Music Experience Music production (Ableton, Logic), studio recording DSP algorithm design (ChuckK, Faust, Max, Web Audio, C++) and music visualization (Processing, C++)
Language Proficiency in French, German, and Japanese
Hobbies include fashion history, horror films, music composition, and gaming