

Nicole Lehrer

nicole.lehrer@gmail.com | nicolelehrer.com | Github.com/nicolelehrer | LinkedIn.com/in/nlehrer

Relevant experience	Participant at the Recurse Center <ul style="list-style-type: none">• X-Code command line tools in Objective-C - practiced parsing user input and calling APIs from the terminal.• Graph visualization in Swift - Draws a graph, lets the user select start and end nodes, and animates the resulting path found based on a breadth first search.• Palette picker - User can enter an artist's name to search for a sample artwork, which is analyzed to draw a color histogram. The histogram provides a color palette the user can draw with.• SocketTacToe (in development) - IOS app in Swift that uses Socket.IO and NodeJS to create a multiplayer Tic Tac Toe game.	May 2015 - Aug 2015
	Developer for Aural Analytics on mobile app for speech therapy <ul style="list-style-type: none">• Worked with engineering and therapy leads to conceptualize IOS apps for remote speech therapy between therapist and patient• Implemented front end in Objective-C• Therapist application placed in the finalist round of the 2014 Vodafone Wireless Innovation Competition	Jan 2014 - May 2015
	Developer and graduate researcher on a mobile app for monitoring progress in physical therapy <ul style="list-style-type: none">• Conceptualized and implemented an IOS application for physical therapists to capture, edit, annotate and organize videos of patient movement• Implemented full application in Objective-C• Used by 2 physical therapists during 6 mo. multi-site clinical study	Aug 2008 - Dec 2014
	Developer and graduate researcher on interactive feedback for upper extremity stroke therapy <ul style="list-style-type: none">• Conceptualized and implemented Cocoa-based application plug-ins for generative visual feedback mapped to movement data from stroke survivors• Implemented in Objective-C and OpenGL• Plug-ins used in a 24 mo. clinical study with 10 stroke survivors and a 6 mo. multi-site clinical study with 8 stroke survivors	Aug 2008 - Dec 2014
Skills	Objective-C, Swift, X-Code, Mac OS, IOS, Git & GitHub, Bash, Matlab Photoshop, Illustrator, Final Cut	
Education	Ph.D. in Media Arts and Sciences <i>School of Arts, Media and Engineering at Arizona State University</i> Dissertation: Applied Interdisciplinary Concepts for Designing Visual Media Within Interactive Neurorehabilitation Systems	Aug 2008 - Dec 2014
	Bachelor of Science in Engineering in Biomedical Engineering <i>School of Engineering at Tulane University</i> Bachelor of Fine Arts in Painting <i>School of Liberal Arts and Sciences at Tulane University</i>	Aug 2003 - May 2008
Scholarships & Fellowships	<ul style="list-style-type: none">• National Science Foundation Integrative Graduate Education Research Traineeship (NSF-IGERT) Fellowship for graduate study at Arizona State University• Science Foundation of Arizona Research Fellow for graduate study at Arizona State University• Dean's Honor Scholarship for full tuition for undergraduate study at School of Engineering, Tulane University	Aug 2010 - July 2013 Aug 2008 - July 2010 Aug 2003 - May 2007

