Nicole Lehrer

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Relevant experience

Participant at the Recurse Center — May 2015 - Aug 2015

- 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 with which the user can draw.
- SocketTicTacToe - IOS app in Objective-C and Swift that uses Socket.IO and a node server to create a multiplayer Tic-Tac-Toe game.

Developer for Aural Analytics on mobile app for speech therapy — Jan 2014 - May 2015

- 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

Developer and graduate researcher on a mobile app for monitoring progress in physical therapy — Aug 2008 - Dec 2014

- 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

Developer and graduate researcher on interactive feedback for upper extremity stroke therapy — Aug 2008 - Dec 2014

- Conceptualized and implemented Mac OS 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

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 — Aug 2008 - Dec 2014
School of Arts, Media and Engineering at Arizona State University
Dissertation: Applied Interdisciplinary Concepts for Designing Visual Media Within Interactive Neurorehabilitation Systems

Bachelor of Science in Engineering in Biomedical Engineering — Aug 2003 - May 2008
School of Engineering at Tulane University
Bachelor of Fine Arts in Painting
School of Liberal Arts and Sciences at Tulane University

Scholarships & Fellowships

- National Science Foundation Integrative Graduate Education Research Traineeship (NSF-IGERT) Fellowship for graduate study at Arizona State University — Aug 2010 - July 2013
- Science Foundation of Arizona Research Fellow for graduate study at Arizona State University — Aug 2008 - July 2010
- Dean’s Honor Scholarship for full tuition for undergraduate study at School of Engineering, Tulane University — Aug 2003 - May 2007