Nicole Lehrer

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Relevant experience

Participant at the Recurse Center
May 2015 - Aug 2015
- Artlette for iPad (available in the app store) in Swift and Objective-C: Draw with color palettes from famous artworks, searchable by the Artsy API. Color palettes can be saved and shared on Adobe Creative Cloud (use of Adobe API pending approval for release)
- SocketTicTacToe in Objective-C and Swift: Uses Socket.IO and a node server to create a multiplayer Tic-Tac-Toe game.
- Graph visualization in Swift: Draws a graph and lets the user select start and end nodes to animate resulting path found based on a breadth first search.

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

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Skills

Swift, Objective-C, X-Code, IOS, MacOS, Git & GitHub, Bash, Matlab
Photoshop, Illustrator, Final Cut

Education

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

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

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*