

Nicole Lehrer

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Targeting a junior IOS developer position (NYC or SF Bay Area preferred)
 Interested in the conceptualization and development of UI/UX intensive mobile applications

Relevant experience	<i>Consulting for Aural Analytics on mobile app for speech therapy</i> <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
	<i>Graduate research – mobile app for monitoring progress in physical therapy</i> <ul style="list-style-type: none"> • Conceptualized and implemented an IOS app for physical therapists to capture, edit, annotate and organize videos of patient movement during therapy • Implemented full application in Objective-C • Used by 2 physical therapists during 6 mo. multi-site clinical study 	Aug 2008 - Dec 2014
	<i>Graduate research - interactive feedback for upper extremity stroke therapy</i> <ul style="list-style-type: none"> • Conceptualized and implemented Cocoa-based application plugins for generative visual feedback mapped to movement data from stroke survivors • Implemented in Objective-C and OpenGL • Plugins used in a 24 mo. clinical study with 10 stroke survivors and 6 mo. multi-site clinical study with 8 stroke survivors 	Aug 2008 - Dec 2014
Education	<i>Student at Recurse Center Summer I Batch</i> <ul style="list-style-type: none"> • Focused on learning Swift for IOS 	May 2015 - Aug 2015
	<i>Ph.D. in Media Arts and Sciences</i> <ul style="list-style-type: none"> • 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
	<i>Bachelor of Science in Engineering in Biomedical Engineering</i> <ul style="list-style-type: none"> • School of Engineering at Tulane University <i>Bachelor of Fine Arts in Painting</i> <ul style="list-style-type: none"> • School of Liberal Arts and Sciences at Tulane University 	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 	Aug 2010 - July 2013
	<ul style="list-style-type: none"> • Science Foundation of Arizona Research Fellow for graduate study at Arizona State University 	Aug 2008 - July 2010
	<ul style="list-style-type: none"> • Dean's Honor Scholarship for full tuition for undergraduate study at School of Engineering, Tulane University 	Aug 2003 - May 2007
Teaching Assistantships	<ul style="list-style-type: none"> • Visual media sections of the Collaborative and Capstone Projects Courses offered by the Digital Culture Undergraduate Program at Arizona State University, focused on collaborative design and research 	Aug 2013 - May 2014
Visual Arts Honors in Painting	<ul style="list-style-type: none"> • Bachelor of Fine Arts Exhibition, Tulane University Newcomb Art Department • Juried Undergraduate Student Exhibition, Tulane University Newcomb Art Department • Marjorie Clarke Ferguson Memorial Award, Tulane University • Class of 1914 Prize, Tulane University • Alice Stirling Parkerson Award for Studio Art, Tulane University 	May 2008 2007, 2006, 2003 2008 2007 2005