

## Nicole Lehrer

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

### Relevant experience

#### ***Participant at the Recurse Center***

- 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***

- 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***

- 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***

- 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***

*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
- 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