Nicole Lehrer nicole.lehrer@gmail.com nicolelehrer.com Github.com/nicolelehrer Linkedin.com/in/nlehrer		
Relevant experience	 Participant at the Recurse Center 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. 	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 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 	Aug 2008 Dec 2014
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
cholarships 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 Follow for graduate study at	Viia 2008

Science Foundation of Arizona Research Fellow for graduate study at

• Dean's Honor Scholarship for full tuition for undergraduate study at School

Arizona State University

of Engineering, Tulane University

Aug 2008 -

Aug 2003 -

May 2007

July 2010