Nicole Lehrer
nicole.lehrer@gmail.com | nicolelehrer.com | Github.com/nicolelehrer | Linkedin.com/in/nlehrer

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 shared on Adobe Creative Cloud
- 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

Skills

Swift, Objective-C, X-Code, IOS, MacOS, Git, 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