

Nicole Lehrer

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Relevant experience	<i>Participant at the Recurse Center</i> <ul style="list-style-type: none">• 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 with which the user can draw.• 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
	<i>Developer 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>Developer and graduate researcher on a mobile app for monitoring progress in physical therapy</i> <ul style="list-style-type: none">• 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
	<i>Developer and graduate researcher on interactive feedback for upper extremity stroke therapy</i> <ul style="list-style-type: none">• 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	Objective-C, Swift, X-Code, Mac OS, IOS, Git & GitHub, Bash, Matlab Photoshop, Illustrator, Final Cut	
Education	<i>Ph.D. in Media Arts and Sciences</i> <i>School of Arts, Media and Engineering at Arizona State University</i> 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> <i>School of Engineering at Tulane University</i>	Aug 2003 - May 2008
	<i>Bachelor of Fine Arts in Painting</i> <i>School of Liberal Arts and Sciences at Tulane University</i>	
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