Nathan Fisher

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Overview

Research professional with 2+ years of experience designing and programming protocol-driven online human-subjects studies, testing for reliability before launch, and organizing research data for subsequent analysis. Strong technical aptitude with experience learning unfamiliar software independently, combined with demonstrated organizational, communication, and team leadership skills. Familiar with ICH-GCP.

Skills

- ICH-GCP Knowledge
- Experiment Design & Programming
- Human Subjects Research (online behavioral)
- Data Cleaning & Organization
- JavaScript
- MATLAB
- C#
- Brazilian Portuguese

Publications

Fisher, N., Maskas, V., Sans, A., Kvam, P., & Odegaard, B. (2022). An Exploration of Relationships Between Perceptual and Cognitive Racial Biases. UF Journal of Undergraduate Research, 24.

https://journals.flvc.org/UFJUR/article/view/130769

Education

BS Psychology, Philosophy Minor
University of Florida - 2018-2022

Work Experience

Relevant Experience

Research Assistant — University of Florida (May 2020 – June 2022)

- Learned JavaScript and the jsPsych library independently to design, program, and launch a 144-trial online experiment replicating two published paradigms (Implicit Association Test, Race-Lightness Task), accurately implementing the IRB-approved protocol and informed consent procedure
- Piloted and debugged extensively before launch, testing trial logic, randomization, timing, and real-time data capture to ensure protocol compliance and reliability of data
- Reviewed collected data, applied completion criteria (excluding 9 of 37 incomplete sessions), and organized datasets from 28 participants for analysis
- Wrote MATLAB code to compute per-participant metrics and run correlation analyses
- Met weekly with the faculty PI to review progress and resolve technical and methodological questions
- Published findings in the *University of Florida Journal of Undergraduate Research* and presented at the Undergraduate Research Expo

Additional Experience

Independent Game Developer (Personal Projects) (Aug 2020 – Present)

- Independently learned and applied C# programming, Unity game engine development, and 3D modeling in Blender to take projects from an initial concept to a completed build

Server (Oct 2026 – Present) / Food Runner Head Coach (Jan 2026 – Oct 2026) — Ruth's Chris Steakhouse

- Deliver attentive, personalized service while accurately communicating menu, ingredient, and allergen information
- Follow safety procedures and coordinate with kitchen staff to prevent allergic reactions in a high-volume setting
- As food runner head coach, led a team of 5 by effectively delegating tasks and prioritizing responsibilities during peak service

Kitesurfing Instructor — Real Watersports (Nov 2023 – Nov 2025)

- Taught kitesurfing to beginner and intermediate students, delivering safety briefings and identifying technique errors to give targeted corrective feedback

Assistant Manager — Real Watersports (May 2019 – Nov 2023)

- Managed and supported a team of 10–15 seasonal employees, providing training in customer service, sales, rentals, and safety procedures
- Tracked and coordinated over $100,000 in rental equipment