Anne Xie

annexie88@gmail.com │ (732) 429-4505 │ mintnip.github.io │ linkedin.com/in/annexie

EDUCATION

Carnegie Mellon University: School of Computer Science, Pittsburgh, PA
Master of Educational Technology and Applied Learning Science (METALS), anticipated Aug 2018
Cumulative GPA: 3.94/4.00
Relevant Coursework: METALS Capstone Project, Tools for Online Learning, Learning Media Design, E-Learning Design Principles and Methods, Learning Analytics and Educational Data, Educational Goals, Instruction, & Assessment

Northwestern University: School of Education and Social Policy, Evanston, IL
Bachelor of Science in Education and Social Policy (Honors), Jun 2016   **Cumulative GPA:** 3.61/4.00
Majors: Mathematical Methods in the Social Sciences (MMSS), Learning and Organizational Change (LOC)
Relevant Coursework: Learning Organization for Complex Environments (Systems Thinking), Organizational Theory & Practice, Psychology of Technology & Instructional Design, Ethnographic Methods, Econometrics, Advanced Research Methods
Honors Thesis: Characteristics of Mentoring Relationships in Massively Multiplayer Online Role-Playing Games

WORK EXPERIENCE

Inquidia Consulting, *Business Intelligence Consultant*   Chicago, IL; Aug 2016 - Jul 2017
- Self-managed 4-month client project and relationship with multiregional government education contractor
- Built open source ETL solutions with near real-time updates for clients across industries (primarily using Pentaho)
- Migrated Oracle database warehouses (one per regional environment) to Snowflake database platform
- Presented research on deep learning/neural networks & potential use cases on company-wide learning day

SONIC Lab, *Virtual Worlds & Multi-Team Systems Undergraduate Researcher*   Evanston, IL; Oct 2014 - Jun 2016
- Conducted honors thesis research on organizational behavior in *EverQuest II* online game using 1TB of game data
- Won 2nd place prize at Northwestern Undergraduate Research Expo's Social Sciences & Humanities poster session
- Empirically modeled online group behavior dynamics & social networks from game server data using R & SQL
- Coordinated 20-person experiments studying how 4 physically-separated teams optimize joint performance

Slalom Consulting, *Innovation & Insights Consultant Intern*   Chicago, IL; Jan 2015 - Mar 2015
- Developed insights on and provided strategic direction for social network analysis initiative to top management
- Designed end-to-end tests for multimillion dollar client's activity-tracking web application using AngularJS
- Built Alteryx module with 2 Information Management & Analytics consultants for firm-wide competition

LEADERSHIP EXPERIENCE

Carnegie Mellon University METALS Capstone Project, *Project Coordinator*   Pittsburgh, PA; Jan 2018 - Present
- Works as part of master's student team to redesign large global professional services firm's training program to help employees across geographies and service areas build leadership skills for their new role
- Represents 6-person student team as main contact with client and course mentors to scope project requirements
- Coordinates project logistics, client and course deliverables, task delegation, deadlines, and overall team health
- Supports designer, researcher, content directors, and developer to co-create strategy that meets client & team needs

Northwestern University Archery Club, *President/Founder/Webmaster*   Evanston, IL; Nov 2012 - Mar 2016
- Created and presented club proposal & plan to sanction club; established 1st indoor archery range on campus
- Worked individually with each board member to establish & delegate interest-appropriate officer responsibilities
- Collaborated with cofounders to build community, train new board, and establish a self-sufficient and lasting club
- Represented club and coordinated with university administration, team coaches, & local archery clubs/teams

SKILLS

Technical: SQL, Python, HTML/CSS, JavaScript, Bash/Shell, Tableau Desktop 10 Qualified Associate, R, Excel, Unity, ArcGIS
Language: Spanish (proficient), Mandarin Chinese (proficient)
Interests: educational technology to give students opportunity, games for learning, sociology, AI & machine learning