Anne Xie

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EDUCATION

Carnegie Mellon University: School of Computer Science, Pittsburgh, PA
Master of Educational Technology and Applied Learning Science (METALS), anticipated Aug 2018
Cumulative GPA: 3.87/4.00
Relevant Coursework: Tools for Online Learning, Learning Media Design, E-Learning Design Principles and Methods, Learning Analytics and Educational Data, Educational Goals, Instruction, & Assessment, Design of Educational Games

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: Psychology of Technology & Instructional Design, Human Computer Interaction, Advanced Research Methods, Optimization, Learning Organization for Complex Environments (Systems Thinking), Organizational Theory & Practice, Social Network Analysis, Econometrics, Advanced Game Theory
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
- Built open source ETL solutions with near real-time updates for clients across industries (primarily using Pentaho)
- Self-managed 4-month client project and relationship with multiregional government education contractor
- 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

SimpleRelevance, *Data Science Intern*   Chicago, IL; Jun 2015 - Aug 2015
- Built production-deployed Python implementations of clients' business rules into SimpleRelevance's core product, the item recommendation engine of SimpleRelevance's machine learning platform for digital marketers
- Wrote external-facing blog posts & internal guides and presented on projects to make technical knowledge about machine learning and recommendation algorithms accessible and easy to digest for marketing & business teams
- Created search classifier trained on client's user-inputted search using natural language processing insights

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

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: Python, SQL, Tableau Desktop 10 Qualified Associate, Pentaho DI/BI Server, R, Excel, HTML/CSS, Unity, ArcGIS
Language: Spanish (proficient), Mandarin Chinese (proficient)
Interests: educational technology, human-centered design, games for learning, learning analytics, AI, sociology