

Ning Xie
Software Engineer

I am an experienced full-stack software engineer who constantly seeks out innovative solutions to everyday problems. In my five years in the FinTech industry, I have matured my collaboration skills, software engineering practices and analytical thinking in a dynamic global working environment. Currently I am pursuing a master's degree at the University of Zurich with a focus in Human-Computer Interaction and Artificial Intelligence.



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WORK EXPERIENCE

Senior Software Engineer (100%) Wellington Management Company LLP

01/2020 - 08/2020 Boston, USA

- Developed technical solutions and business deliverables to support trading floors across all asset classes
- Core developer for backend and frontend software development projects
- Collaborated with business and technical stakeholders on product design, project execution strategies and performance monitoring

Software Engineer (100%)Wellington Management Company LLP

04/2015 - 12/2019 Boston, USA

- Led innovative web application projects in the equity trading technologies team to complement the in-house trading platform
- Migrated all in-house application infrastructure to Amazon Web Services as a core full-stack developer in the development team
- Worked in a global team of analysts, developers and traders via Agile framework

EDUCATION

Master of Science University of Zurich (UZH)

09/2020 - Present (Expected Graduation: December 2022)

Zurich, Switzerland

Major People-Oriented Computing

Courses Highlight

- Advanced Topics in AI
- Human-Computer Interaction
- Requirements Engineering

Bachelor of Arts Mount Holyoke College (MHC)

09/2011 - 05/2015

Major Computer Science

Courses Highlight

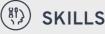
- Object-Oriented Programming
- Software Design

- Minor Informatics
- Advanced Software Engineering
- Foundations of Data Science
- Information Management

South Hadley, MA, USA

Minor Mathematics GPA 3.6/4.0

- Algorithms and Data Structures
- User Interface Design



lava Python

peScript JavaScript

HTML5 UI/UX Design

es rep

Google Cloud Kubernetes

Maven Gradle SQL

goDB CI/CD DevOps

Cloud Services

Project Management

Requirements Analysis

Semantic Web

(<u>A</u>)

ACHIEVEMENTS

Digital Valley Challenge Winner, EY (03/2022)

Presented an inclusive educational cryptocurrency learning platform to engage more female talent (Team DeFiers)

Digital Transformation Project Idea Winner, Deloitte (11/2021)

Presented a digital transformation proposal for parcel delivery service and selected as winner by Deloitte mentors in class (Information Management)



Computational Evolution Group, ETHz (08/2021 - 12/2021)

Website Developer

Maintained and improved the <u>CoV-Spectrum</u> website, an interactive visualization tool
to analyze and discover variants of SARS-CoV-2 under the research of the group

Mount Holyoke College Investment Club (02/2013 - 06/2013)

Represented the college in a regional stock investment competition and placed 6th

DBJ Dance Crew (02/2013 - 12/2014)

Performed at various college events in a hip-hop/urban dance crew



ACADEMIC PROJECTS

Semantic Annotation Tool (Master Project), UZH (07/2021 - 03/2022)

 Designed and developed a <u>Chrome extension</u> to annotate the web and create RDF data for arguments, hypotheses and data science workflow using semantic web technologies

Information Management class projects, UZH (09/2021 - 12/2021)

- Designed and executed an outsourcing project using a freelance developer job platform
- Pitched a digital transformation plan for parcel delivery service to Deloitte partners
- Presented a digital project failure analysis for a hospital group to Ergon partners

Movie Chatbot, UZH (09/2021 - 12/2021)

 Programed a conversational agent using Python and a knowledge graph to answer movie related guestions in a closed domain

Advanced Software Engineering class project, UZH (02/2021 - 06/2021)

 Designed and developed a web application, <u>AScout</u>, visualizing Airbnb open dataset using Google Cloud Platform (GCP), React, Java, Spring, MongoDB, Google Maps API

Al Tech & Law class project, UZH (02/2021 - 06/2021)

 Researched on the artificial intelligence applications in autonomous vehicles and their impact on data governance within the automotive aftermarket and servicing sector

Cognitive Biases in Code Review (Master Basis Module), UZH (02/2021 - 06/2021)

 Researched on the cognitive biases in code reviewing and designed a study for Halo Effect in the open-source code evaluation process

Human-Computer Interaction class project, UZH (09/2020 - 01/2021)

 Designed a mobile application prototype, <u>laundrQ</u>, for remote monitoring and booking of laundry slots in residential buildings equipped with communal laundry facilities

Game Development class project, MHC (09/2014 - 12/2014)

 Designed and programed a mobile single player word game called "Word Snack" and released the game on iOS app store under Fay Games



ANGUAGES

Chinese

Native or Bilingual Proficiency

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Full Professional Proficiency

German

Elementary Proficiency



