

Ning Xie

Personal Details

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Profile

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 honed 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 on Human-Computer Interaction and Artificial Intelligence.

Professional Experience

Jun – Dec 2021	Web Developer (part time 40%) , Computational Evolution Group, ETH, Zürich, <i>Switzerland</i> <ul style="list-style-type: none">Improved the design and features on the CoV-Spectrum¹ website, an interactive visualization tool to track and identify the variants of SARS-CoV-2
Apr 2015 – Aug 2020	Sr Software Engineer (full time) , Wellington Management Company, <i>Boston, USA</i> <ul style="list-style-type: none">Promoted to senior-level at the end of 2019Delivered 2 to 3 digital solution projects per year on average, for improving the investment workflow on the proprietary trading platformCollaborated in cross-functional scrum teams of 10 members consisting of business analysts, developers and QA testers via Agile framework within the equity and fx trading tech teamsSuccessfully integrated as a core DevOps engineer to program and maintain the complex backend services written in Java, with deployment and quarterly release responsibilitiesDeveloped a suite of 7 web applications written in Angular, React, JavaScript and Spring BootTook charge of migrating web applications and infrastructure to Amazon Web ServicesWorked on revamping the performance monitoring pipeline using InfluxDB and GrafanaParticipated in production support roll call to respond to emergent failure incidents
Summer 2014	Game Developer (intern) , MassDiGI, Becker College, <i>Worcester, USA</i> <ul style="list-style-type: none">Programmed C# scripts for gameplay logic and UI for the mobile tower defense game named “Midnight Terrors” and released the game to iOS app store under MassDiGI

Technical Skills

UI/UX	Requirements Analysis, Prototyping, Figma, Bootstrap, Material-UI, Tailwind, Semantic-UI
Coding	Java, Spring Boot, REST API, Testing, React, JavaScript, ES6, TypeScript, Python, HTML5, CSS
Database	SQL, Oracle DB, MongoDB, Spring Data, SPARQL, RDF, OWL, Knowledge Graph
DevOps	Maven, Gradle, Docker, Git, Gitlab, AWS, Google Cloud, Kubernetes, Jenkins, CI/CD

¹ <https://cov-spectrum.org/>, <https://github.com/cevo-public/cov-spectrum-website>, <https://arxiv.org/abs/2106.08106>

Certificates

UI/UX	Foundations of User Experience (UX) Design (Google)
Front-end	Modern React with Redux

Education

Sep 2020 - present	Master of Science in Informatics , University of Zürich, Zürich, Switzerland Major: People-Oriented Computing Minor: Informatics Thesis in progress: Quantifying the Trustworthiness Level of Federated Learning models <i>Courses highlight:</i> <ul style="list-style-type: none">Advanced Topics in AIInformation ManagementAdvanced Software EngineeringHuman-Computer InteractionRequirements EngineeringFoundations of Data Science
2011 - 2015	Bachelor of Arts in Computer Science , Mount Holyoke College, Massachusetts, USA Major: Computer Science Minor: Mathematics GPA: 3.6 / 4.0 Semester abroad: Aquincum Institute of Technology, Budapest, Hungary <i>Courses highlight:</i> <ul style="list-style-type: none">Object-Oriented ProgrammingAlgorithms and Data StructuresSoftware DesignUser Interface Design

Academic Projects Highlight (master's level)

Fall 2021	Semantic Annotation Framework (Master Project), DDIS Group, University of Zürich <ul style="list-style-type: none">Designed and developed a Chrome extension to annotate the web and create RDF data for arguments, hypotheses and data science workflows using semantic web technologies
Fall 2021	AScout , Advanced Software Engineering Module, University of Zürich <ul style="list-style-type: none">Designed and developed a web application for vacation neighbourhood scouting using Airbnb open dataset, Google Cloud Maps API, React, Java, Spring, MongoDB
Fall 2020	laundrIQ , Human-Computer Interaction (HCI) Module, University of Zürich <ul style="list-style-type: none">Designed a prototype for a mobile application intended for remote monitoring and booking of laundry slots in residential buildings with communal laundry facilities, using Figma

Language skills

Chinese	Native Speaker
English	Proficient
German	Basic knowledge

Interests

Dancing	2nd place at 2014 KPOP World Festival, NYC
Travelling	Visited 16 countries and counting
Skiing	Ventured onto red slopes this past season