



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.



ningxie1991@gmail.com



+41 784027041



Zurich, Switzerland



ningxie1991.github.io



linkedin.com/in/ning-xie



github.com/ningxie1991



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

Minor Informatics

Courses Highlight

- Advanced Topics in AI
- Human-Computer Interaction
- Requirements Engineering
- Advanced Software Engineering
- Foundations of Data Science
- Information Management

Bachelor of Arts

Mount Holyoke College (MHC)

09/2011 - 05/2015

South Hadley, MA, USA

Major Computer Science

Minor Mathematics

GPA 3.6/4.0

Courses Highlight

- Object-Oriented Programming
- Software Design
- Algorithms and Data Structures
- User Interface Design



SKILLS

Java

Python

React

TypeScript

JavaScript

HTML5

UI/UX Design

Web App

Git

Spring

Docker

AWS

Cloud Services

Google Cloud

Kubernetes

Maven

Gradle

SQL

MongoDB

CI/CD

DevOps

Project Management

Requirements Analysis

Semantic Web



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)

Promoted as Senior Software Engineer, Wellington Management (01/2020)

Assigned responsibilities of development within multiple project teams and recognized as subject matter domain expert



ORGANIZATIONS

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

Website Developer

- Maintained and improved the [CoV-Spectrum](#) 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 [Chrome extension](#) 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 questions in a closed domain

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

- Designed and developed a web application, [AScout](#), visualizing Airbnb open dataset using Google Cloud Platform (GCP), React, Java, Spring, MongoDB, Google Maps API

AI 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, [laundriQ](#), 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](#)



LANGUAGES

Chinese

Native or Bilingual Proficiency

English

Full Professional Proficiency

German

Elementary Proficiency



INTERESTS

Traveling

Photography

Dancing

Badminton

Cycling

Skiing

Hiking