

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

- Delivered robust end-to-end data solutions for improving the investment workflow on the trading platform that processed around 2 to 2.5 billion USD per day
- Collaborated with business professionals within equity trading and FX teams to proactively identify opportunities to enhance the investment data process
- Managed and coordinated efforts across teams consisting of business users, developers, analysts, and QA to ensure smooth delivery of critical system functionalities via Agile framework
- Implemented process improvements involving internal and external data pipeline, investment process efficiency and simplifying investor workflow

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 support and enhance system health monitoring, time series analytics, trade matching and trading workflow
- Migrated all in-house application infrastructure to Amazon Web Services as a core full-stack developer in the development team
- Continuous training on company and investment business domain knowledge

EDUCATION

Master of Science University of Zurich (UZH)

Major: People-Oriented Computing
(Expected Graduation: December 2022)

Courses Highlight

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

Bachelor of Arts Mount Holyoke College(MHC)

Major: Computer Science

GPA: 3.6/4.0 Courses Highlight

- Object-Oriented Programming
- Software Design

09/2020 - Present Zurich, Switzerland

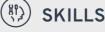
Minor: Informatics

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

09/2011 - 05/2015 South Hadley, MA, USA

Minor: Mathematics

- Algorithms and Data Structures
- User Interface Design



Python

HTML5 UI/UX Design

Web App

Git Sprin

Docker

Cloud Services

Google Cloud

SQL

CI/CD

DayOns

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)



Computational Evolution Group, ETHz

08/2021 - 12/2021

Worked on the CoV-Spectrum website, an interactive visualization tool to analyze and discover variants of SARS-CoV-2 under the research of the group

Investment Club, MHC

02/2013 - 06/2013

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

DBJ Dance Crew, Five College Consortium

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 questions 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, 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>laundrlQ</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

English

Full Professional Proficiency

German

Elementary Proficiency



Traveling

Photography

Dancing

Badminton

Cycling

Skiing

Hiking