



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

- 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

Minor: Informatics

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

Bachelor of Arts

Mount Holyoke College (MHC)

Major: Computer Science
GPA: 3.6/4.0

Courses Highlight:

- Object-Oriented Programming
- Software Design

Minor: Mathematics

- Algorithms and Data Structures
- User Interface Design

09/2011 - 05/2015

South Hadley, MA, USA



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)



ORGANIZATIONS

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 [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, 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