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, Switzerland

• Improved the design and features on the CoV-Spectrum¹ website, an interactive visualization tool to track and identify the variants of SARS-CoV-2, using React, TypeScript and Tailwind

Apr 2015 – Aug 2020

Sr Software Engineer (full time), Wellington Management Company, Boston, USA

- Promoted to senior-level at the end of 2019
- Delivered 2 to 3 digital solution projects per year on average, for improving the investment workflow on the proprietary trading platform for equity and fx trading
- Collaborated in various scrum units of 3 to 4 within a 15-member cross-functional team consisting of business analysts, developers and QA testers via Agile framework
- Successfully integrated as a core DevOps engineer to program and maintain the complex backend services written in Java, with deployment and quarterly release responsibilities
- Developed a suite of 7 web applications written in Angular, React, JavaScript and Spring Boot
- Took charge of migrating web applications and infrastructure to Amazon Web Services
- Worked on revamping the performance monitoring pipeline using InfluxDB and Grafana
- Participated in production support roll call to respond to emergent failure incidents

Summer 2014

Game Developer (intern), MassDiGI, Becker College, Worcester, USA

 Programmed C# scripts for gameplay logic and UI for the mobile tower defense game named "Midnight Terrors" and released the game to <u>iOS</u> app store under MassDiGI

Technical Skills

UI/UX Coding Database

DevOps

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

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

Certificates

UI/UX Front-end

Foundations of User Experience (UX) Design (Google)

Modern React with Redux

React (Basic) Skills Verification (Hackerrank)

Education

Sep 2020 -Dec 2022 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

Courses highlight:

Advanced Topics in AI

Information Management

Advanced Software Engineering

Human-Computer Interaction

Requirements Engineering Foundations 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

Courses highlight:

Object-Oriented Programming

Software Design

Algorithms and Data Structures

User Interface Design

Academic Projects Highlight (master's level)

Fall 2021

Semantic Annotation Framework (Master Project), DDIS Group, University of Zürich

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

Movie-Domain Chatbot, Advanced Topics in AI Module, University of Zürich

Designed and implemented a chatbot to answer movie related questions using Python, sparql and a knowledge graph

Spring 2021

AScout, Advanced Software Engineering Module, University of Zürich

Designed and developed a web application for vacation neighbourhood scouting using Airbnb open dataset, Google Cloud Maps API, React, Java, Spring, MongoDB

Fall 2020

<u>laundrIO</u>, Human-Computer Interaction (HCI) Module, University of Zürich

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

Interests

Chinese	Native Speaker	Dancing	2nd place at 2014 KPOP World Festival, NYC
English	Proficient	Travelling	Visited 16 countries and counting
German	Basic	Skiing	Ventured onto red slopes this past season
Korean	Basic	Running	Ran in SOLA-Stafette 2022 for IFI Runners team