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 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.

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WORK EXPERIENCE

08/2021 – 12/2021   **Web Developer (40%),** *Computational Evolution Group, ETH, Zurich, Switzerland*

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

01/2020 – 08/2020   **Sr Software Engineer (100%),** *Wellington Management Company, Boston, USA*

- Delivered end-to-end data solutions for improving the investment workflow on the proprietary 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

04/2015 – 12/2019   **Software Engineer (100%),** *Wellington Management Company, Boston, USA*

- Implemented process improvements to proprietary trading software written in Java, involving internal and external data pipeline, investment process efficiency and investment knowledge sharing
- Designed and implemented web application written in Angular, React, JavaScript and Spring Boot to enhance system health monitoring, time series analytics, trade matching and trading workflow within equity trading technology team
- Migrated all in-house application infrastructure to Amazon Web Services as a core full-stack developer in the development team
- Promoted to senior at the end of 2019

Summer 2014   **Game Developer,** *MassDiGI, Becker College, Worcester, MA*

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

PROFESSIONAL SKILLS

Design:	HTML5, Bootstrap, Material-UI, Tailwind, Figma, Requirements Analysis, Prototyping
Coding:	Java, Spring Boot, React, JavaScript, TypeScript, Python
Database:	SQL, JDBC, Oracle, NoSQL, MongoDB, SPARQL, RDF, OWL, Semantic Web
Infrastructure:	Maven, Gradle, Docker, Git, AWS, Google Cloud, Kubernetes, Jenkins, CI/CD, DevOps

ACHIEVEMENTS

03/2022	EY Digital Valley 2022 "Future of Currencies" challenge winner, *Zurich*
09/2014	2nd place at 2014 KPOP World Festival Dance Performance Competition, *New York*

EDUCATION

Since 09/2020   **University of Zurich,** *Zurich, Switzerland*
Degree: Master of Science in Informatics
Major: People-Oriented Computing   Minor:
Informatics Expected graduation: December 2022

courses highlight:
- Advanced Topics in Artificial Intelligence
- Information Management
- Advanced Software Engineering
- Human-Computer Interaction
- Requirements Engineering
- Foundations of Data Science

08/2011 – 05/2015   **Mount Holyoke College,** *South Hadley, MA, USA*
Degree: Bachelor of Arts   GPA: 3.6 / 4.0
Major: Computer Science   Minor: Mathematics

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

Fall 2013   **Aquincum Institute of Technology**, *Budapest, Hungary*
Semester abroad in a computer science program

ACADEMIC PROJECTS

Fall 2021   **Semantic Annotation Framework (Master Project),** *UZH, Zurich, Switzerland*
- 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

Fall 2021   **Movie-Domain Chatbot,** *UZH, Zurich, Switzerland*
- Programed a conversational agent using Python and a knowledge graph to answer movie related questions in a closed domain

Spring 2021   **Advanced Software Engineering class project,** *UZH, Zurich, Switzerland*
- Designed and developed a web application, AScout, visualizing Airbnb open dataset using Google Cloud Platform (GCP), React, Java, Spring, MongoDB, Google Maps API

Spring 2021   **Cognitive Biases in Code Review (Master Basic Module),** *UZH, Zurich, Switzerland*
- Researched on the cognitive biases in code reviewing and designed a study for Halo Effect in the open-source code evaluation process

Spring 2021   **AI Tech & Law class project,** *UZH, Zurich, Switzerland*
- Researched on the artificial intelligence applications in autonomous vehicles and their impact on data governance within the automotive aftermarket and servicing sector

Fall 2020   **Human-Computer Interaction class project,** *UZH, Zurich, Switzerland*
- Designed a mobile application prototype, laundrIQ, for remote monitoring and booking of laundry slots in residential buildings equipped with communal laundry facilities

LANGUAGES & INTERESTS

Languages: Chinese (native), English (proficient), Korean (basic), German (basic)
Interests: traveling, photography, dancing, badminton, skiing, hiking, cycling