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)

09/2020 - Present
Zurich, Switzerland

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

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)

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