# PERSONAL INFORMATION

name Ning Xie

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date of birth 05, January, 1991

nationality Chinese



# **EDUCATION**

Since 09/2020 **University of Zurich (UZH),** *Zurich, Switzerland* 

Degree: Master of Science in Informatics

Major: People-Oriented Computing Minor: Informatics

Expected graduation: December 2022

08/2011 – 05/2015 Mount Holyoke College (MHC), South Hadley, MA, USA

Degree: Bachelor of Arts

Major: Computer Science Minor: Mathematics

Fall 2013 Studied abroad at Aquincum Institute of Technology, *Budapest, Hungary* 

#### WORK EXPERIENCE

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

Maintained and improved the <u>CoV-Spectrum</u> website, an interactive visualization tool
to analyze and discover variants of SARS-CoV-2 under the <u>research</u> of the group

04/2015 - 08/2020 **Software Engineer (100%),** Wellington Management Company LLP, Boston, USA

• Created business deliverable products to support trading floors across all asset classes

- Formulated project design plans, execution strategies and performance testing in collaboration with project stakeholders
- Led innovative web application projects in the equity trading technologies team to complement the in-house trading platform
- Migrated all in-house application infrastructure to Amazon Web Services as a core fullstack developer in the development team
- Worked in a global team of analysts, developers and traders via Agile framework

Summer 2014 Game Developer Internship, MassDiGI, Becker College, Worcester, MA, USA

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

### **PROFESSIONAL SKILLS**

Programming: Java, Python, React, JavaScript, TypeScript, HTML5, Bootstrap, Material-UI, Figma, Gradle,

Maven, Spring Boot, Github, AWS, GKE, SQL, MongoDB, Docker, Jenkins, DevOps, CI/CD, Requirements Analysis, Full-Stack, FinTech, Semantic Web, RDF, OWL, SPARQL

# **ACADEMIC PROJECTS**

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

 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

Fall 2021 Movie-Domain Chatbot, UZH, Zurich, Switzerland

 Programed a <u>conversational agent</u> 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 Basis 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

Fall 2014 Game Development class project, MHC, MA, USA

 Designed and programed a mobile single player word game called "Word Snack" and released the game on iOS app store under Fay Games

### **COURSES HIGHLIGHT**

2020 – 2022 Master, UZH, Zurich, Switzerland

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

2011 – 2015 **Bachelor,** *MHC, South Hadley, MA, USA* 

- Object-Oriented Programming
- Algorithms and Data Structures
- Theory of Computation
- Software Design
- User Interface Design

#### **LANGUAGES & INTERESTS**

Languages: English (proficient), Chinese (native), Korean (intermediate), German (basic)

Interests: Traveling, Photography, Dancing, Badminton, Skiing, Hiking, Cycling