




Personal Info

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 48617954

 Nardobakken 4, Trondheim,
7032, Norway

Education

- **PhD Candidate in Computer Science**
NTNU, Norway
Sep 2019 - Present
- **Master in Educational Technology**
Shaanxi Normal University, China
Sep 2017 - Jul 2019
- **Bachelor in Educational Technology**
Shihezi University, China
Sep 2013 - Jul 2017

Languages

Mandarin

English

Norwegian

zi wang

<https://www.linkedin.com/in/zi-wang-898425200/>

Summary

A results-driven technology professional with expertise in software development, data analysis, and system design. Experienced in building innovative digital solutions, including web applications, automation tools, and interactive learning platforms. Strong background in AI-driven and data-centric technologies, with proficiency in Python and statistical modeling. Passionate about leveraging technology to enhance user experiences and optimize learning and data-driven solutions.

Internship

AI/Python Intern, FOREO

March 2025 - Present

Working on Retrieval-Augmented Generation (RAG) AI as part of my internship at FOREO, within the AI & Affiliate Marketing team.

Project Experience

StyleLine – A Web-Based Coding Style Assessment Tool, PhD Project

September 2019 - December 2024

- **Description:** Developed a web-based tool to assess and provide feedback on coding styles.
- **Technologies:** Python, Django, scikit-learn, HTML, CSS
- **Achievements:** Developed and presented a framework integrating pedagogy and coding style for educational use, conducted a think-aloud study to evaluate student performance with the tool, and delivered actionable insights for teaching programming and designing assessment tools.

A Machine Learning Classification Model for Differentiating Novice and Expert Code, PhD Project

September 2019 - December 2024

- **Description:** Developed a classification model for differentiating novice and expert coding style.
- **Technologies:** Python, scikit-learn, Machine Learning
- **Achievements:** Developed a model capable of accurately differentiating between novice and expert code, with results published in peer-reviewed conferences, contributing to advancements in educational technology.

VR Educational Application, Master Project

January 2018 - June 2019

- **Description:** Designed and developed an educational VR application to enhance learning experience.
- **Technologies:** Unity 3D, 3Dmax, Photoshop, C#
- **Achievements:** Usability and user experience studies demonstrated that the application fostered positive learning attitudes, promoted positive emotions, and encouraged students to adopt challenging attitudes.

Skills

Programming Languages:

- Python (data analysis, machine learning), SQL, C#, C

Data Analysis Tools:

- NumPy, scikit-learn, pandas, statistical modeling

Web Development:

- Django (backend development), Node.js, JavaScript, HTML, CSS (frontend design)

Cloud Tools:

- Azure AI (machine learning services), Jupyter Notebooks

Virtual Reality Applications:

- Virtual Reality development with Unity 3D

Other:

- Academic writing, research methodologies, teaching

Visa status

Permanent Resident of Norway

Courses

Machine Learning, NTNU

Microsoft Azure AI Fundamentals AI-900, Coursera

Google Data Analytics Professional Certificate, Coursera