






zi wang

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

Personal Info

-  wzi9570@gmail.com
-  48617954
-  Nardobakken 4, Trondheim,
7032, Norway

Education

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

Languages

Mandarin

English

Norwegian

Summary

A highly motivated PhD candidate in Computer Science with a permanent residence permit in Norway and extensive experience in data analysis, machine learning, and educational technology. Skilled in designing and developing innovative tools, including web and VR applications, with a strong focus on usability and effectiveness. Proficient in Python, SQL, and statistical modeling. Seeking a data-driven role to apply my technical expertise and research insights to real-world challenges.

Work Experience

StyleLine – A Web-Based Coding Style Assessment Tool

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

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

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.

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

Computer Science Teacher, Primary School, China

February 2015 - July 2015

- Designed and delivered interactive computer science lessons.
- Assessed student projects, providing constructive feedback to enhance learning outcomes.

Assistant, Institute of Educational Technology, China

February 2018 - July 2018

- Organized academic conferences and reviewed research projects.
- Supported administrative tasks to ensure the smooth execution of institute programs.

Permanent Resident of Norway**Courses**

Machine Learning, NTNU

Microsoft Azure AI Fundamentals AI-900, Coursera

Google Data Analytics Professional Certificate, Coursera