




Personal Info

 wzi9570@gmail.com

 48617954

 Oslo, 0450, 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/>

<https://github.com/ziwang30>

Internship

UX/AI Research Intern, BrainBite

July 2025 - Present

Supported user research and design for a conversational AI ed-tech platform. Created user personas, analyzed qualitative data, and contributed to UX strategies using design thinking and HCI methods.

AI Engineering Intern, FOREO

March 2025 - Present

Working on a Retrieval-Augmented Generation (RAG) pipeline at FOREO as part of the AI & Affiliate Marketing team, including document parsing, embedding-based retrieval (FAISS), prompt engineering, and LLM-based answer generation.

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, SQL, C#, C

Machine Learning & AI:

- scikit-learn, pandas, NumPy, PyTorch, SentenceTransformer, FAISS, LangChain, RAG, prompt engineering

Web Development:

- Django, FastAPI, Node.js, React, JavaScript, Vite, HTML, CSS

Cloud & MLOps:

- Google Cloud Vertex AI, Azure AI, Jupyter Notebooks, Git

Data Analysis:

- matplotlib, seaborn, scipy, Excel, feature engineering, exploratory data analysis (EDA)

User Experience:

- NVivo, think-aloud protocol, thematic analysis

Educational Research:

- Academic writing, educational technology, instructional design

Virtual Reality Applications:

- Unity 3D, 3DMax, Photoshop

Visa status

Permanent Resident of Norway

Courses

Machine Learning, NTNU

Microsoft Azure AI Fundamentals AI-900, Coursera

Google Data Analytics Professional Certificate, Coursera