

Patent Li

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Motivated Android Developer with proven **development experience** building high-quality **Android applications**. Recognized for strong **attention to detail**, effective **communication skills**, and the ability to work **cross-functionally**. Eager to **grow** and contribute to impactful mobile solutions.

WORK EXPERIENCE

General Motors 07/2022 - 06/2025 Android Developer

- Developed and maintained **Android**-based in-vehicle infotainment applications used in **millions** of GM vehicles, leveraging **Kotlin**, **Java**, **Coroutines**, **Android SDK**, and **XML** within **Android Studio**.
- Applied **object-oriented programming (OOP)** principles and modern **software architecture** such as **MVVM** and **clean architecture** to ensure modularity, scalability, and testability across deployments for **30** car models.
- Conducted **root cause analysis (RCA)** for defects and systemic issues, significantly reducing recurring bugs and QA feedback loops for **200+** defects.
- Developed an internal GUI tool using **Python** to simplify execution of **ADB** commands, **Gradle** scripts, environment setup, and **test automation**; increased team productivity by **200%** on these tasks by eliminating manual steps and reducing reliance on Android Studio for routine workflows.
- Created and maintained **CI/CD** pipelines using **Jenkins**, ensuring high-quality code via **Espresso** and **JUnit** test coverage.
- Collaborated with UI/UX designers, product stakeholders, and QA engineers to refine requirements, implement new features, and deliver robust solutions in iterative **Agile** sprints via **Jira**.
- Assisted with the onboarding and training of new team members, providing hands-on mentorship and improving ramp-up speed through knowledge-sharing and internal tooling support.

Maple Leaf Foods 09/2018 - 04/2019 iOS Developer

- Designed, developed, and implemented **iOS** mobile applications using **Swift** and **Xcode** to replace paper-based operational trackers. Integrated with **RESTful APIs** to enable real-time data exchange. The application was adopted organization-wide, earning strong user and client feedback for streamlining workflows and improving data accuracy.
- Collaborated closely with backend **.NET/C#** developers and UX designers to ensure seamless backend integration and intuitive user experiences across multiple platforms.

PROJECTS

Web Multiplayer Game 01/2020 - 06/2025

- Designed and developed the front-end and back-end of a web-based 2D multiplayer game using **Node.js**, **HTML**, **CSS**, and **Socket.IO**, featuring building, destructible terrain, inventory, usable items, and more.
- Implemented **OAuth 2.0** authentication with **Cloudflare Zero Trust**.
- Playable at patland.patentli.xyz.

Dice Game 04/2025 - 06/2025

- Designed and developed a mobile, turn-based strategy game in **Unity** and **C#** where players use dice and abilities to combat bosses.

SKILLS

Programming Languages:
C#, C++, Java, JavaScript, Kotlin, .NET, Python, R, SQL, Swift

Frameworks & Libraries:
Dagger, Espresso, jQuery, JUnit, Node.js, React, Socket.IO

Tools: Android Studio, Docker, Git, Jenkins, Jira, Unity, Unreal Engine, Xcode

Technologies & Methodologies:
Agile (Scrum), CI/CD, Cloudflare Zero Trust, OAuth 2.0

EDUCATION

Bachelor of Science in Statistics - Machine Learning and Data Science

UNIVERSITY OF TORONTO

09/2016 - 12/2021

Completed extensive coursework in Computer Science: Software Design, Software Tools and Systems Programming, Design and Analysis of Data Structures, Introduction to Databases and Web Applications, Human-Computer Interaction, Introduction to Numerical Algorithms for Computational Mathematics, Computer Organization, Operating Systems, Introduction to the Theory of Computation