

# Patent Li

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Motivated Software Developer with almost **3** years of experience delivering high-quality applications in large-scale production environments. Proven ability to write clean, maintainable code and apply sound software architecture principles across platforms. Skilled in **full-stack development**, **CI/CD** pipelines, **automation tooling**, and **cross-functional collaboration**. Eager to build **scalable**, user-focused solutions that drive business impact.

## WORK EXPERIENCE

### General Motors

07/2023 - 06/2025

#### Software Developer • Full-time

- Developed and maintained software for in-vehicle infotainment systems deployed in over **30** car models and used in **millions of vehicles worldwide**, leveraging **Kotlin**, **Java**, **Coroutines**, and **XML** within **Android Studio**.
- Applied **object-oriented programming (OOP)**, **clean architecture**, and **MVVM** design patterns to ensure code **modularity**, **scalability**, and **testability**.
- Conducted in-depth **root cause analysis (RCA)** and implemented permanent fixes for **200+** defects, significantly reducing recurring bugs and QA cycles.
- Created an internal developer tool using **Python** that automated ADB commands, **Gradle** tasks, environment setup, and testing—boosting team productivity by **200%**.
- Built and maintained **CI/CD pipelines using Jenkins**, integrating automated tests (**Espresso**, **JUnit**) to enforce code quality and reduce regression.
- Collaborated cross-functionally with UI/UX, QA, and product teams in **Agile sprints** using **Jira** to deliver high-impact features.
- Mentored junior developers and streamlined onboarding through internal documentation and hands-on tooling support.

### Maple Leaf Foods

09/2018 - 04/2019

#### iOS Developer • Full-time

- Designed, developed, and implemented **iOS** mobile applications using **Swift** and **Xcode** to replace paper-based operational trackers. Integrated with **REST 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

- 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