Shengfeng Li

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Summary

- 5+ years **Java and Android App Design and Implementation**, including 2 years R&D Experience at **Fujitsu, Tokyo, Japan**.
- 2 years in **Web development**, 1 year in **Python**
- Experienced in **Agile** and professional software development cycle (API design, version control, peer code review, unit testing)

Work Experience

Gordon A. Cain Center   BATON ROUGE, LA
Research Assistant - - Full-Stack Web development   *Sep 2017 - Present*

- Built a web server from scratch (Java, JS, JSP) helping more than 10 high schools manage assignment, collect homework, grade, and give feedback to students. More than 500 students are using the system to submit their homework now. Created professional build environment (Docker, Git), and database (PostgreSQL). The system, already successful, is designed to be maintained and expanded over many years.
- Assisted in gathering, organizing, and showing data to teachers
- Designed an easy-to-use process to allow teachers to edit content.

Beijing Brain Cell Software Co., LTD   BEIJING, CHINA
Senior Software Engineer - Vending Machine Control System Development   *Feb 2016 – July 2017*

- Technical lead over five software engineers using Android/Java with multiple vending machine platforms
- Designed the architecture for the software build process and used Gradle to automatically manage and adapt user interfaces for small and large devices and different protocols. Implemented features for vending machines embedded in Android systems resulting in more than 300k dollars for the company.
- Conceived, designed, and implemented a remote control and maintenance system for vending machines allowing remote administration, and thus reducing maintenance and travel costs by 90%.

Fujitsu   TOKYO, JAPAN
Software Engineer - Android App Development   *Apr 2014 - Feb 2016*

- Designed and implemented complex software for Android devices, including an app for processing fingerprints used on more than ten models.
- Diagnosed and troubleshot problems and applied solutions (by using Java Native Interface) to increase the speed of several applications.
- Went from zero to fluent Japanese in two years.

Beijing Brain Cell Software Co., LTD   BEIJING, CHINA
Software Engineer - Android App Development   *July 2012 – Apr 2014*

- Designed and implemented the UI of USB operation screen. Designed the structure and the interface of the project. Implemented an algorithm to meet the complex requirements of a tree view for USB directories.
- Designed and implemented an application for a movie ticket vending machine.
- Designed and implemented an application for showing daily news.

Graduate Courses and Projects

Deep learning - **Mini-VGG neural network**

- Implemented a mini-vgg network and several of its variants. Trained and tested the models on the cifar-10 dataset. Investigated and compared the performance of the variants to the original model.

Machine learning - **Gesture recognition** - myo-armband-nn

- Gesture recognition using myo armband via ANN neural network using keras and tensorflow library.

Education

Louisiana State University, Baton Rouge, LA   GPA 3.8/4.00
M.S. Computer Science   *Aug 2017 – May 2019*

Beijing Forestry University, Beijing, China
B.S. Wood Science and Engineering   *Aug 2008 – July 2012*

Skills

Advanced: Java, Android, Web development(JS/JSP/HTML/CSS/Hibernate/Spring), Database(SQL/Postgresql), Version Control (Git), Python

Others: Linux/Unix Shell, Python, Maven, Docker, C, Machine Learning, Deep learning, Embedded development