Shengfeng Li

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Summary

- Senior Software Engineer with over 10 years of experience in software development, specializing in designing and implementing scalable and resilient systems. Proficient in cloud services, microservices architecture, DevOps practices, and a strong advocate for driving innovation, cross-team collaboration, and continuous improvement.

Work Experience

TiMaven — BATON ROUGE, LA
Senior Software Engineer — *May 2019 - Present*

- Enhanced system scalability and resilience using Kubernetes, implementing auto-scaling, load balancing, and self-healing mechanisms to optimize resource utilization and ensure system availability.
- Orchestrated AWS services including Lambda for serverless architecture, CloudWatch for advanced monitoring, and SNS for real-time notifications, employing infrastructure as code (IaC) principles for efficient cloud resource management.
- Implemented sophisticated log aggregation and filtering strategies with AWS CloudWatch, facilitating comprehensive operational insights and proactive troubleshooting through centralized logging.
- Developed and executed a secure, scalable multi-tenant architecture, significantly expanding application versatility and customer reach by employing isolated databases and dynamic resource allocation.
- Designed and deployed a suite of microservices for time management, human resource, project and contract management, and decision-support systems, leveraging domain-driven design for modular and maintainable system architecture.
- Spearheaded the development and launch of a cross-platform mobile application for real estate, integrating intuitive property search and expert inspection functionalities with backend services for real-time data processing.
- Mentored junior engineers and led code reviews to ensure high-quality software development practices.

Gordon A. Cain Center — BATON ROUGE, LA
Research Assistant - Full-Stack Web Development — *Sep 2017 - May 2019*

- Led the development of a sophisticated vending machine control system using Android/Java, integrating features that resulted in significant revenue growth.
- Established a continuous integration and deployment pipeline using Gradle for automated builds, improving software quality and team productivity.
- Designed and implemented a remote control and maintenance system for vending machines, significantly reducing operational costs and enhancing service efficiency.
- Collaborated with cross-functional teams to define project requirements and deliverables.

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

- Developed a sophisticated vending machine control system using Android/Java, integrating features that resulted in significant revenue growth.
- Established a continuous integration and deployment pipeline using Gradle for automated builds, improving software quality and team productivity.
- Designed and implemented a remote control and maintenance system for vending machines, significantly reducing operational costs and enhancing service efficiency.
- Coordinated with stakeholders to ensure alignment on project goals and timelines.

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

- Innovated in the development of Android applications, including complex fingerprint processing applications, optimizing for performance and device compatibility.
- Utilized Java Native Interface (JNI) for performance-critical components, enhancing application responsiveness and user experience.
- Worked closely with product management to translate business requirements into technical specifications.

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

- Developed user interface components for USB operation, including a complex tree view for navigating USB directories, improving user interaction and accessibility.
- Created applications for a movie ticket vending machine and a daily news display, emphasizing modular design and effective data integration.
- Engaged in continuous learning and professional development to stay current with industry trends.

Education

Louisiana State University, Baton Rouge, LA
    M.S. Computer Science

GPA 3.8/4.00
Aug 2017 – May 2019

Beijing Forestry University, Beijing, China
    B.S. Wood Science and Engineering

Aug 2008 – July 2012

Skills

- **Programming Languages:** Proficient in Java, Python, and C. Experienced with JavaScript, including JSP, HTML, and CSS.

- **Software Development:** Extensive experience in Android app development, web development (using Spring, Hibernate), and embedded system design.

- **System Design:** Skilled in designing scalable, resilient systems using Kubernetes, creating multi-tenant architectures, and implementing microservices with a focus on domain-driven design.

- **Cloud Platforms:** Proficient in deploying and managing applications on AWS, Azure, and Aliyun, with hands-on experience in services such as Lambda, CloudWatch, and SNS for serverless computing and real-time monitoring.

- **DevOps Tools:** Experienced in Docker for containerization, Gradle for build automation, and Git for version control, with a strong emphasis on CI/CD pipelines and Infrastructure as Code (IaC) practices.

- **Database Management:** Proficient in SQL and PostgreSQL. Familiar with database design, optimization, and integration with applications for robust data management solutions.

- **Data Analysis and Machine Learning:** Basic knowledge of machine learning and deep learning concepts, with experience in applying Python libraries for data analysis and model development.

- **Others:** Comfortable with Linux/Unix Shell scripting, with a foundation in machine learning, deep learning, and embedded development for comprehensive software solution development.