

Shengfeng Li

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Summary

- Senior Software Engineer with 10+ years of experience in **Android app** development, microservices architecture, and **web development**. Skilled in building scalable systems and integrating DevOps practices. Strong proficiency in **Java**, **Python**, and modern web technologies.

Work Experience

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| TiMaven
Senior Software Engineer | BATON ROUGE, LA
<i>May 2019 - Present</i> |
| <ul style="list-style-type: none">• Developed a comprehensive microservice-based platform for time management, equipment tracking, and HR management, serving 3,000 employees and managing 4,000 machines.• Led the creation of systems to streamline labor hour tracking, procurement processes, and custom reporting, improving operational efficiency and decision-making.• Enhanced recruitment workflows by automating HR systems, significantly improving responsiveness and efficiency. | |
| Gordon A. Cain Center
Research Assistant - Full-Stack Web Development | BATON ROUGE, LA
<i>Sep 2017 - May 2019</i> |
| <ul style="list-style-type: none">• Designed and implemented a web platform for assignment submission and grading, serving over 500 students.• Developed data visualization tools for educators, improving performance tracking and decision-making.• Automated deployment and development processes, accelerating software releases. | |
| Beijing Brain Cell Software Co., LTD
Senior Software Engineer - Vending Machine Control System Development | BEIJING, CHINA
<i>Feb 2016 - July 2017</i> |
| <ul style="list-style-type: none">• Led a team in designing and developing a vending machine control system for Android platforms, generating over \$300k in revenue and reducing operational costs by 90%.• Implemented a remote management system, improving machine maintenance and reducing on-site visits.• Optimized the system for multiple device sizes and protocols, enhancing compatibility and reducing development time. | |
| Fujitsu
Software Engineer - Android App Development | TOKYO, JAPAN
<i>Apr 2014 - Feb 2016</i> |
| <ul style="list-style-type: none">• Redesigned the Android UI for elderly users, simplifying operations across six device models.• Developed and optimized a fingerprint authentication system, enhancing security and user experience. | |
| Beijing Brain Cell Software Co., LTD
Software Engineer - Android App Development | BEIJING, CHINA
<i>July 2012 - Apr 2014</i> |
| <ul style="list-style-type: none">• Developed user interface components for USB operations in Honda vehicle multimedia systems, improving user interactions.• Designed and implemented movie ticket vending machine software and daily news displays, enhancing customer engagement. | |

Education

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| Louisiana State University, Baton Rouge, LA
M.S. Computer Science | GPA 3.8/4.00
<i>Aug 2017 - May 2019</i> |
| Beijing Forestry University, Beijing, China
B.S. Wood Science and Engineering | <i>Aug 2008 - July 2012</i> |

Skills

- **Programming Languages:** Java, Python, JavaScript
- **Web Development:** JSP, Thymeleaf, Spring, Hibernate, HTML, CSS
- **Mobile Development:** Android, Flutter
- **Cloud Platforms:** AWS, Azure, GCP
- **DevOps Tools:** Docker, Gradle, Git, CI/CD pipelines, Infrastructure as Code (IaC)
- **Database Management:** SQL, PostgreSQL, Firebase
- **System Design:** Microservices, Multi-tenant architecture, Domain-Driven Design
- **Others:** Linux/Unix Shell scripting, machine learning, deep learning, embedded development