

## Summary

- Over 7 years of experience in **web development**
  - Over 5 years of experience in **Android app design and implementation**
  - Proficient in **Agile** and professional software development cycles, including API design, version control, peer code review, and unit testing.
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## Work Experience

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| <b>TiMaven</b><br><b>Senior Software Engineer</b> <ul style="list-style-type: none"><li>• Developed microservice applications for time management, human resource management, project and contract management, and decision-making in the renewable energy industry.</li><li>• Built a cross-platform mobile application for real estate, integrating intuitive property search and expert inspection functionalities.</li><li>• Leveraged Kubernetes for enhanced system scalability and resilience, implementing auto-scaling, load balancing, and self-healing mechanisms.</li><li>• Utilized AWS services including Lambda for serverless architecture and CloudWatch for monitoring, employing infrastructure as code (IaC) principles for efficient cloud resource management.</li></ul> | BATON ROUGE, LA<br><i>May 2019 - Present</i>  |
| <b>Gordon A. Cain Center</b><br><b>Research Assistant - Full-Stack Web Development</b> <ul style="list-style-type: none"><li>• Developed a web server using Java, JS, and JSP to manage assignments, collect homework, grade submissions, and provide feedback to over 500 students.</li><li>• Implemented a professional build environment using Docker and Git, along with a PostgreSQL database.</li><li>• Assisted in data gathering, organization, and presentation to teachers.</li></ul>                                                                                                                                                                                                                                                                                                | BATON ROUGE, LA<br><i>Sep 2017 - May 2019</i> |
| <b>Beijing Brain Cell Software Co., LTD</b><br><b>Senior Software Engineer - Vending Machine Control System Development</b> <ul style="list-style-type: none"><li>• Led a team in developing the vending machine control system using Android/Java, resulting in significant revenue growth.</li><li>• Designed and implemented a remote control and maintenance system for vending machines, significantly reducing operational costs.</li><li>• Established a continuous integration and deployment pipeline using Gradle for automated builds, improving software quality and team productivity.</li></ul>                                                                                                                                                                                  | BEIJING, CHINA<br><i>Feb 2016 - July 2017</i> |
| <b>Fujitsu</b><br><b>Software Engineer - Android App Development</b> <ul style="list-style-type: none"><li>• Designed and implemented complex software for Android devices, including fingerprint processing applications.</li><li>• Improved application performance using Java Native Interface (JNI).</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                                                                             | TOKYO, JAPAN<br><i>Apr 2014 - Feb 2016</i>    |
| <b>Beijing Brain Cell Software Co., LTD</b><br><b>Software Engineer - Android App Development</b> <ul style="list-style-type: none"><li>• Developed user interface components for USB operation, including a complex tree view for navigating USB directories.</li><li>• Created applications for a movie ticket vending machine and a daily news display.</li></ul>                                                                                                                                                                                                                                                                                                                                                                                                                           | BEIJING, CHINA<br><i>July 2012 - Apr 2014</i> |
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## Education

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

- **Programming Languages:** Java, Python, C, JavaScript (JSP, HTML, CSS)
- **Software Development:** Android app development, web development (Spring, Hibernate), embedded system design
- **System Design:** Scalable, resilient systems with Kubernetes, multi-tenant architectures, microservices with domain-driven design
- **Cloud Platforms:** AWS (Lambda, CloudWatch), Azure, Aliyun
- **DevOps Tools:** Docker, Gradle, Git, CI/CD pipelines, Infrastructure as Code (IaC)
- **Database Management:** SQL, PostgreSQL, Firebase
- **Others:** Linux/Unix Shell scripting, machine learning, deep learning, embedded development