

Summary

- Over 5 years of experience in **Java and Android app design and implementation**, including 2 years of R&D experience at **Fujitsu, Tokyo, Japan**.
 - Skilled in **web development** for over 5 years, with an additional year of experience in **Python**.
 - 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

- TiMaven** BATON ROUGE, LA
Senior Software Engineer *May 2019 - Present*
- Developed a microservice application for time management, enabling industries to analyze timesheets, manage time allocation, equipment, purchasing, and generate reports.
 - Created a microservice application for human resource management, simplifying employee status management for industries.
 - Built a microservice application for corporate staff in industries to manage projects and contracts.
 - Developed a microservice application for decision-making in the renewable energy industry, including Solar, Wind Turbine, and Fuel, facilitating the decision-making process.
 - Designed and built a cross-platform mobile application that enables users to search for local properties and receive professional inspection suggestions.
- Gordon A. Cain Center** BATON ROUGE, LA
Research Assistant - Full-Stack Web Development *Sep 2017 - May 2019*
- Developed a web server from scratch using Java, JS, and JSP to help over 10 high schools manage assignments, collect homework, grade submissions, and provide feedback to students. The system is currently used by more than 500 students. Implemented a professional build environment using Docker and Git, along with a PostgreSQL database.
 - Assisted in data gathering, organization, and presentation to teachers.
 - Designed an intuitive content editing process for teachers.
- Beijing Brain Cell Software Co., LTD** BEIJING, CHINA
Senior Software Engineer - Vending Machine Control System Development *Feb 2016 - July 2017*
- Led a team of five software engineers in developing the vending machine control system using Android/Java for multiple vending machine platforms.
 - Designed the software build process architecture and utilized Gradle to automate user interface adaptation for different devices and protocols. Implemented features for vending machines embedded in Android systems, resulting in over \$300k in revenue.
 - Conceptualized, designed, and implemented a remote control and maintenance system for vending machines, enabling remote administration and 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 fingerprint processing applications used on multiple models.
 - Diagnosed and troubleshooted problems, and improved application performance using Java Native Interface.
 - Achieved fluency in the Japanese language within two years.
- Beijing Brain Cell Software Co., LTD** BEIJING, CHINA
Software Engineer - Android App Development *July 2012 - Apr 2014*
- Designed and implemented the user interface for USB operation screen, including a tree view for USB directories to meet complex requirements.
 - Developed an application for a movie ticket vending machine.
 - Created an application for displaying daily news.
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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 *Aug 2008 - July 2012*
B.S. Wood Science and Engineering
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Skills

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

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