# Shengfeng Li

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#### **Summary**

• Senior Software Engineer with over 7 years of experience in Android app development, microservices architecture, and web development. Proficient in designing scalable systems, integrating DevOps practices, and employing cloud-based infrastructure. Strong expertise in **Java**, Python, and modern web technologies, with hands-on experience in secure authentication frameworks and infrastructure automation.

### Work Experience

TiMaven BATON ROUGE, LA

#### **Senior Software Engineer**

May 2019 - Present

- Designed and developed a microservice-based application to optimize time management across industries, improving the efficiency of timesheet analysis, time allocation, and report generation.
- Led the development of a Labor Hours Management system, providing a user-friendly interface for logging and analyzing employee work hours, streamlining labor tracking for over 100 active users managing information for 3,000 employees.
- Built a comprehensive Equipment Hours Tracking system to manage the utilization and maintenance schedules of 4,000 machines, enhancing resource management and reducing equipment downtime.
- Streamlined the Purchasing and Procurement process by developing a simplified purchase order system that
  improved coordination between departments and vendors, facilitating the creation, approval, and tracking of
  purchase orders.
- Developed a Customizable Reporting Engine capable of generating extensive reports across multi-year periods without compromising performance, empowering businesses with detailed, data-driven insights for key decision-making.
- Spearheaded the creation of an HR Management System, automating employee status updates and streamlining recruitment workflows, significantly improving HR efficiency and responsiveness.
- Integrated a Text Message Notification System to facilitate prompt communication throughout the hiring process, enhancing engagement between HR staff and candidates.

#### Gordon A. Cain Center

BATON ROUGE, LA

#### Research Assistant - Full-Stack Web Development

Sep 2017 - May 2019

- Built a web platform for assignment submission, grading, and feedback, serving over 500 students and teachers across multiple schools.
- Developed tools to visualize student performance data, aiding educators in making informed decisions and improving classroom outcomes.
- Automated the development and deployment processes, reducing manual interventions and speeding up the release cycle.

#### 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 engineers in developing a vending machine control system for Android platforms, deployed across major cities, contributing to a \$300k revenue increase.
- Implemented a remote control and maintenance system, reducing the need for on-site visits and cutting operational costs by 90%.
- Optimized the system to adapt to various screen sizes and protocols, significantly improving device compatibility and reducing development time by 85%.

# Fujitsu Software Engineer - Android App Development

TOKYO, JAPAN

oftware Engineer - Android App Development
 Apr 2014 - Feb 2016
 Led the development of an Android app focused on simplifying the user interface for elderly users, improving

- Led the development of an Android app focused on simplifying the user interface for elderly users, improving
  accessibility and ease of use.
- Contributed to the redesign of the UI for multiple Android devices, improving performance and user experience across various models.
- Collaborated on the development of a fingerprint authentication system, ensuring its compatibility with six different Android devices.

#### Beijing Brain Cell Software Co., LTD

BEIJING, CHINA

#### Software Engineer - Android App Development

*July 2012 – Apr 2014* 

- Developed user interface components for the USB operations in Honda vehicle multimedia systems, enhancing navigation and user interactions for the latest Android system at the time.
- Designed and implemented software for a movie ticket vending machine and a daily news display system, improving customer interaction and transaction efficiency through optimized UI/UX design.

# **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: Java, Python, JavaScript
- Web Development: JSP, Thymeleaf, Spring, Hibernate, HTML, CSS
- Mobile Development: Android, Flutter
- Cloud Platforms: AWS, Azure, Google Cloud
- 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