Haozhe Li

(Authorised to work in the US for any employer)

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SUMMARY

Senior Software Engineer with 4+ years of experience, proficient in AWS, Java, and adept at applying generative AI technologies. Specialises in designing and enhancing distributed, containerized microservices for security and reliability. Embraces Agile development, with a keen ability for self-direction and leadership in technology innovation.

Skills:

Visa

Java, Kafka, Kubernetes, Helm, AWS, Docker, Maven, Spring MVC, JQuery, Postman, MySQL, SSL CERTIFICATION

AWS Certified Practitioner: Link

April 2021 - April 2024

Oracle Certified Professional: Java SE 11 Developer Link

2021

EXPERIENCE

Senior Software Engineer

Austin, TX June 2022 – Present

- Developed and maintained a distributed notification system using Kafka, handling a daily volume of 100,000 messages. Improved scalability by 30% and enhanced security by 40%.
- Led collaborative architectural design and planning for a new project, partnering closely with architects, developers, and stakeholders. Aligned with business requirements and enhanced maintainability.
- Utilised Kafka as a messaging system by implementing efficient consumer and producer applications, which enabled high-performance message processing and efficient queue-based task management.
- Engineered the deployment of complex microservices in a Kubernetes environment, ensuring consistent scalability and 99.9% uptime. Boosted system reliability and efficiency by 20%.
- Proactively conducted security assessments and penetration testing, identified and remediated over 100
 Maven security vulnerabilities per month, resulting in a 70% reduction in potential security risks.
- Created customised Grafana dashboard to monitor and analyse specific metrics based on customer requirements, resulting in improved visibility and actionable insights by 30%.

Infosys

Associate Full Stack Engineer

May 2021 - June 2022

- Developed a large-scale distributed system for Verizon utilising Java Spring.
- Analysed more than 100 log files per day, increasing order fix rate by 50% and reducing downtime.
- Achieved an average of 3+ bug fixes per week, contributing to a 30% decrease in system failures and overall improvement in software quality.

Group 6 Studio. (30+ employees game development startup)

Corvallis, OR

Richardson, TX

Android developer

April 2019 – March 2021

- Developed an Android mobile game client user interface using Java and Android Studio
- Implemented UI design concepts from the UI team into game components, utilising templates and provided materials, resulting in a visually appealing and user-friendly gaming experience.
- Led beta testing efforts, collected, and incorporated player feedback into game design, resulting in a 25% increase in satisfaction and engagement.

Bright Future Consulting.

Los Angeles, CA

Web Developer Intern

July 2020 - October 2020

- Built a job search website to sell services online. Increased company sales by 30%.
- Created an administrator dashboard page to reduce the time required to publish jobs by 50%.

EDUCATION

Oregon State University

Corvallis, OR