

EVAN LI

Systems engineer creating and exploring AI-powered applications

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ENGINEERING

Software Engineer, Agentic Systems (Co-op)

Vestmark

Jan – July 2026

Cambridge, MA

- Shipping bug fixes and features across full stack (Ruby on Rails, React, LLM orchestration) for AI-powered Investment Advisor Agent
- Resolving production issues in agentic system handling proposals, household tracking, and portfolio workflows for financial advisors
- Refining agent behavior through prompt engineering to improve response accuracy and reliability

ML Infrastructure Engineer (Internship)

Matrix Origin

July – Sept 2024

San Francisco, CA

- Built evaluation infrastructure for NL-to-SQL system; benchmarked SQL Coder and Llama 3.1 across hundreds of prompts
- Developed Python/JS APIs for automated model testing pipelines
- Improved query accuracy 40% via prompt engineering and shots

RESEARCH

Distributed Systems Security Researcher (Co-op)

Khoury Network and Systems Security Lab

Jan – June 2025

Boston, MA

- First author on **LLM Application System Paper, accepted by the Network and Distributed System Security Symposium (2026), 13 citations**
- Designed security framework using information flow control to enforce integrity/availability in multi-agent LLM systems
- Exposed critical vulnerabilities in existing LLM security systems with prompt injections and DOS attacks
- Evaluated ACE with integrated external agentic benchmarks

ACTIVITIES/PROJECTS

Executive Board, Project Lead (Student Org)

Rev @Northeastern University

Sept 2024 – Present

Boston, MA

- **LoreBoard (Project Lead):** Led development of LLM-powered creative writing app with text analysis and story generation
 - Built full-stack application with Python backend, React/TailwindCSS frontend, and LangChain orchestration
- **2D Strategy Game (Team Lead):** Leading 4-person team building Polytopia-style turn-based strategy game in C++ with Raylib
 - Architecting MVC framework with custom pathfinding, unit factories, and observer-based event systems

EDUCATION

B.S. Computer Science (Systems Engineering Concentration)

Northeastern University

Sept 2023 – May 2027

Boston, MA

GPA: 3.84

Coursework: Distributed Systems (*Graduate*), Data Structures and Algorithms, Computer Systems, Databases Foundations, Cybersecurity Foundations, Object Oriented Design, Data Science Foundations

SKILLS

Languages: Python, Rust, C, C++, Java, TypeScript, JavaScript, SQL, Bash, Ruby, x86 Assembly

Systems: Distributed Systems, Operating Systems, Information Flow Control, Parallel Programming

AI/ML: LangChain, Prompt Engineering, LLM Evaluation, Agent Orchestration

Infrastructure: Docker, Linux, AWS, PostgreSQL, MongoDB, MySQL, Redis

Frameworks/Libraries: React, Django, FastAPI, Express, Spring Boot, TailwindCSS