

# EVAN LI

*Systems engineer creating and exploring AI-powered applications*

📍 Boston, MA · 📞 914.486.8529 · ✉ li.evan1@northeastern.edu  
🌐 evanli.org · 🔗 linkedin.com/in/evan-li-ff · 🐙 github.com/LoftLogic

## ENGINEERING

**Software Engineer, Agentic Systems** (Co-op)

Jan – July 2026

*Vestmark*

*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)

July – Sept 2024

*Matrix Origin*

*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)

Jan – June 2025

*Khoury Network and Systems Security Lab*

*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)

Sept 2024 – Present

*Rev @Northeastern University*

*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)

Sept 2023 – May 2027

*Northeastern University*

*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