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# Edward Li

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## EXPERIENCE

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### Meta Platforms, Inc.

June 2021 - October 2023

*Software Engineer E3 -> E5 (Conveyor)*

Cambridge, MA

- Presented during Systems @Scale 2023 on [Conveyor](#), Meta's Continuous Deployment offering
- Led migration of Conveyor's internal data representation, enabling 100% adoption for 50k services
  - Tracked, managed, and delegated milestones for a v-team of 5 engineers
  - Monitored metrics, satisfaction ratings, on-call shifts to find improvements for migration
  - Filled in for front-end engineers during Meta's 2023 layoffs, ensuring roadmap completion
  - Continued to write maintainable Rust to fill in edge-cases and one-offs in migrations
- Invented DSL for writing deployment configurations, balancing ease of use for simple services, and flexibility for power users, used by all engineers at Meta
- Collaborated closely w/ Security Team on bad-actor vulnerabilities and standardizing auditing in Conveyor
- Self-identified, designed, and implemented fixes to reduce latency for multiple services by up to 50%

*Software Engineer E5 (Mobile Networking Services)*

October 2023- March 2025

- Enabled dynamic fallback targeting for IG-iOS, Threads, improving CDN targeting rate and preventing network-based app-start failures during startup
- Unified logic for how HTTP priorities are determined for all major Meta apps, reducing experiment time
- Invented a lightweight, cross-platform, unified logging framework for network information on all Meta apps
- Contributed to [moxygen](#), Meta's implementation of the experimental MoQ (Media over Quic) protocol

### Datto, Inc.

January-June 2020

*Software Engineer Intern (Datto Networking, Routers and Switches)*

Boston, MA

- Worked on check-in logic, self-recovery, and health monitoring for managed network switches
- Scrubbed UI of cross-site scripting opportunities
- Led full stack feature development from Vanilla JS frontend, PHP backend, and on-device Go code

## SKILLS

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- **Programming Languages:** Rust, C++, Kotlin/Java, Objective-C, JavaScript, Python3
  - Highly interested in PL/Compilers on the side, language agnostic for productivity
- **Frameworks/Libraries:** React, NodeJS, Tokio, JUnit, Thrift
- **Skills and Specialties:** Unification initiatives. Seeing a migration to the "new framework" to completion

## OPEN SOURCE PROJECTS

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**SearchNEU** (React, Express, Node):

<https://github.com/sandboxnu/searchneu>

- A React/Node based website to facilitate easier searching of classes in Northeastern
- Created an expanded notification functionality through Facebook messenger
- Completely refactored frontend in NextJS to allow for easy Vercel deployment

**Khoury Office Hours** (NextJS, NodeJS, Cypress, NestJS):

<https://github.com/sandboxnu/office-hours>

- Web app to help TAs and students streamline the office hours experience
- Created a queueing system that allows for students to ask questions, and TAs to manage in real time
- Added notification functionality through web push and Twilio, and SSO through Northeastern University
- Served as senior developer, guiding overall architecture conversations, and being on-call for outages

## EDUCATION

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Northeastern University

B.S. in Computer Science, Magna Cum Laude, 2021

## **PERSONAL**

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### **Appalachian Trail NOBO 2025**

- I completed a Thru-Hike of the Appalachian Trail, a 2197.4 mile continuous footpath from Georgia to Maine, from March-August 2025
- This journey exposed me to those outside of my echo chamber, and tested my ability to work with others in trying environments

### **Drum Corps, Winter Percussion, and Pageantry Arts**

- I am an alumnus of the Pioneer Drum and Bugle Corps, and the Cavaliers Drum and Bugle Corps, members of Drum Corps International
- I am also an alumnus of United Percussion, a World Class Percussion Ensemble, and member of Winter Guard International
- I generally volunteer for both the Cavaliers and United Percussion in large portions of my free time

### **Community Building**

- I've been a member of multiple community music ensembles, learning new instruments as needed