Christian Kroer | Curriculum

Vitae

Research interests

Fields: Artificial intelligence, algorithms, operations research, economics.

Specific: Equilibrium computation, mechanism design, auctions, prediction markets, convex optimization, machine learning, robust optimization, and practical applications.

Education

Carnegie Mellon University Ph.D. in computer science, PA, USA	Pittsburgh 2012–2018
IT University of Copenhagen M.Sc. IT - software development and technology, Denmark	Copenhagen 2009–2012
Aalborg University B.A. human-centered informatics, Denmark	Aalborg 2006–2009
Employment and Internships	
Postdoc Facebook, Core Data Science	2018–2019
Research Assistant Carnegie Mellon University	2012–2018
Research Scientist (part-time position) Facebook, Core Data Science	2016–2018
Research Intern Facebook, Core Data Science	Summer 2016
Research Intern Microsoft Research New York City	Summer 2015
Research Assistant (short-term contractor position) Aalborg University	2012
Teaching Assistant IT University of Copenhagen	2011–2012
Systems Developer Netmester A/S	2010–2011

Honors and Awards

- **2016 2018**: Facebook Fellowship in economics and computation. One given worldwide per year. Full tuition, fees, stipend, and travel grant for two years, \$183,168.
- 2017: Runner-up in the Informs Computing Society Student Paper Competition

Publications

Published papers.

- [1] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Online convex optimization for sequential decision processes and extensive-form games. In AAAI, 2019.
- [2] Alberto Marchesi, Gabriele Farina, Christian Kroer, Nicola Gatti, and Tuomas Sandholm. Quasi-perfect stackelberg equilibrium. In AAAI, 2019.
- [3] Christian Kroer, Kevin Waugh, Fatma Kılınç-Karzan, and Tuomas Sandholm. Faster algorithms for extensive-form game solving via improved smoothing functions. *Mathematical Programming Series A*, 2018.
- [4] Christian Kroer, Gabriele Farina, and Tuomas Sandholm. Solving large sequential games with the excessive gap technique. In NIPS (spotlight presentation), 2018.
- [5] Christian Kroer and Tuomas Sandholm. A unified framework for extensive-form game abstraction with bounds. In *NIPS*, 2018.
- [6] Vincent Conitzer, Christian Kroer, Eric Sodomka, and Nicolas E. Stier-Moses. Multiplicative pacing equilibria in auction markets. In *WINE*, 2018.
- [7] Gabriele Farina, Alberto Marchesi, Christian Kroer, Nicola Gatti, and Tuomas Sandholm. Trembling-hand perfection in extensive-form games with commitment. In *IJCAI*, 2018.
- [8] Christian Kroer, Gabriele Farina, and Tuomas Sandholm. Robust stackelberg equilibria in extensive-form games and extension to limited lookahead. In AAAI, 2018.
- [9] Gabriele Farina, Christian Kroer, and Tuomas Sandholm. Regret minimization in behaviorally-constrained zero-sum games. In *ICML*, 2017.
- [10] Christian Kroer, Kevin Waugh, Fatma Kılınç-Karzan, and Tuomas Sandholm. Theoretical and practical advances on smoothing for extensive-form games. In *EC*, 2017.
- [11] Christian Kroer, Gabriele Farina, and Tuomas Sandholm. Smoothing method for approximate extensive-form perfect equilibrium. In *IJCAI*, 2017.
- [12] Noam Brown, Christian Kroer, and Tuomas Sandholm. Dynamic thresholding and pruning for regret minimization. In AAAI, 2017.
- [13] Christian Kroer and Tuomas Sandholm. Imperfect-recall abstractions with bounds in games. In *EC*, 2016.
- [14] Christian Kroer, Miroslav Dudík, Sébastien Lahaie, and Sivaraman Balakrishnan. Arbitrage-free combinatorial market making via integer programming. In *EC*, 2016.

- [15] Christian Kroer and Tuomas Sandholm. Sequential planning for steering immune system adaptation. In *IJCAI*, 2016.
- [16] Christian Kroer, Kevin Waugh, Fatma Kılınç-Karzan, and Tuomas Sandholm. Faster first-order methods for extensive-form game solving. In *EC*, 2015.
- [17] Christian Kroer and Tuomas Sandholm. Limited lookahead in imperfect-information games. In *IJCAI*, 2015.
- [18] Christian Kroer and Tuomas Sandholm. Discretization of continuous action spaces in extensive-form games. In *AAMAS*, 2015.
- [19] Christian Kroer and Tuomas Sandholm. Computational bundling for auctions. In *AAMAS*, 2015.
- [20] Christian Kroer and Tuomas Sandholm. Extensive-form game abstraction with bounds. In EC, 2014
- [21] Bruce DeBruhl, Christian Kroer, Anupam Datta, Tuomas Sandholm, and Patrick Tague. Power napping with loud neighbors: optimal energy-constrained jamming and anti-jamming. In *WiSec*, 2014.
- [22] Christian Kroer, Martin Kjær Svendsen, Rune M Jensen, Joseph Kiniry, and Eilif Leknes. Symbolic configuration for interactive container ship stowage planning. *Computational Intelligence*, 2014.
- [23] Paolo Viappiani and Christian Kroer. Robust optimization of recommendation sets with the maximin utility criterion. In *ADT*, 2013.
- [24] Kevin Tierney, Amanda Jane Coles, Andrew Coles, Christian Kroer, Adam M Britt, and Rune Møller Jensen. Automated planning for liner shipping fleet repositioning. In *ICAPS*, 2012.
- [25] Christian Kroer and Yuri Malitsky. Feature filtering for instance-specific algorithm configuration. In *ICTAI*, 2011.

Invited talks

- 2017: Multiplicative Pacing Equilibria in Auction Markets. INFORMS Annual Conference
- 2017: Multiplicative Pacing Equilibria in Auction Markets. Duke University CS-ECON Seminar
- **2016**: Arbitrage-Free Combinatorial Market Making via Integer Programming. INFORMS Annual Conference.
- 2015: Faster First-Order Methods for Extensive-Form Game Solving. INFORMS Annual Conference.
- **2015**: Faster First-Order Methods for Extensive-Form Game Solving. 22nd International Symposium on Mathematical Programming (ISMP).
- 2013: Computational Bundling for Auctions. INFORMS Annual Conference.

Other talks

2016: First-Order Methods for Extensive-Form Game Solving. CMU Al Seminar.

2016: Faster First-Order Methods for Extensive-Form Game Solving. INFORMS Annual Conference.

2016: Arbitrage-Free Combinatorial Market Making via Integer Programming. Facebook Operations, Economics and Computation group.

2016: Abstraction and convex optimization in sequential game solving. CMU graduate Al class.

2015: Discretization of Continuous Action Spaces in Extensive-Form Games. INFORMS Annual Conference.

2014: Sequential game solving overview. CMU undergrad AI class.

2014: Extensive-Form Game Abstraction with Bounds. CMU theory lunch.

2014: Extensive-Form Game Abstraction with Bounds. CMU open house.

Teaching

Electronic Negotiation Vertical mentor	Carnegie Mellon University 2017
Electronic Negotiation Vertical mentor	Carnegie Mellon University 2016
Graduate Artificial Intelligence TA	Carnegie Mellon University 2016
Electronic Negotiation Vertical mentor	Carnegie Mellon University 2015
Artificial Intelligence TA, Nominated for TA award	Carnegie Mellon University 2015
Electronic Negotiation Vertical mentor	Carnegie Mellon University 2014
Intelligent Systems Programming TA	IT University of Copenhagen 2012
Algorithm Design	IT University of Copenhagen 2011

Service

Reviewing: AAAI 2017, ACM Transactions on Economics and Computation, 2013, 2014, 2016, 2018, AISTATS 2017, Artificial Intelligence 2018, EC 2017, ICML 2016, IJCAI 2016, 2018, Imperfect-Information Games Workshop 2018, Operations Research 2018, JAAMAS 2015, 2016, TARK 2017, Transactions on Computational Intelligence and AI in Games 2014, 2015. WINE 2015,

Societies: INFORMS, AAAI, ACM

2019: Program committee member for AAAI

2018: Program committee member for IJCAI and ECAI

2017 - 2018: Member of the CMU CSD Speakers Club

2017: Program committee member for the Computer Poker Workshop at AAAI

2016: Program committee member for IJCAI

2014 - 2016: CMU CS Ph.D. admissions committee member

2013: CMU CSD Immigration Course coordinator

Programming

Strong experience: Java, Python, C++, C# **Medium experience**: R, SQL, C, HTML, CSS

Familiar with: Matlab, Scala, XSLT, Ruby, Javascript

Frameworks

Statistics/ML: pandas, scikit-learn, tidyverse.

Version control: Git, SVN, Mercurial.

Optimization: CPLEX, Gurobi, NumPy, CVXPY.

Web: ASP.NET, React, Bootstrap, Flask.