

Brief Curriculum Vitae

NAME	Thomas Philip Runarsson (born 31st of August 1968)	
CONTACT INFORMATION	Engineering and Natural Sciences University of Iceland Hjardarhagi 2-6, IS-107, Reykjavik, Iceland	<i>Voice:</i> +354 - 525 4733 <i>Fax:</i> +354 - 525 4632 <i>E-mail:</i> tpr@hi.is <i>Web:</i> http://notendur.hi.is/tpr
BRIEF VITAE	Thomas Philip Runarsson received the M.Sc. degree in mechanical engineering and the Dr. Scient. Ing. degree from the University of Iceland, Reykjavik, in 1995 and 2001, respectively. Since 2001, he was a Research Associate Professor at the Applied Mathematics and Computer Science Division, Science Institute, University of Iceland, and an Adjunct in the Department of Computer Science, University of Iceland. Currently he is Professor of Operations Research with the faculty of Industrial Engineering, Mechanical Engineering and Computer Science, School of Engineering and Natural Sciences, University of Iceland. His research interests include evolutionary computation, global optimization, approximate dynamic programming, statistical learning, games, and real world applications. His work in constraint handling in evolutionary optimization has been well recognized and cited by the scientific community.	
ACADEMIC POSITIONS	<i>Professor</i>	<i>2007 – current date</i>
	School of Engineering and Natural Sciences, University of Iceland.	
	<i>Director</i>	<i>2007 – 2009</i>
	of the Applied Mathematics group at the Science Institute.	
	<i>Visiting Fellow</i>	<i>Oct-Nov. 2006</i>
	University of Nottingham, England. ASAP Project: Next Generation Decision Support.	
	<i>Visiting Professor</i>	<i>Jan. 2004 and later in 2006</i>
JOURNAL EDITOR	University of Essex, England. Collaborative project on approximate dynamic programming, co-evolution, and game theory.	
	<i>Visiting Professor</i>	<i>Aug. – Sept. 2002</i>
	University of Birmingham, England. Collaborative project on evolutionary optimization for nonlinear programming.	
	<i>Research Associate Professor</i>	<i>June 2001 – Dec. 2006</i>
	Applied Mathematics and Computer Science division, Science Institute, University of Iceland.	
	<i>Adjunct</i>	<i>2001 – 2006</i>
	Department of Computer Science, University of Iceland.	
PROFESSIONAL ACTIVITIES	<i>Associate Editor</i> for the IEEE Transactions on Evolutionary Computation, from 2005–2015.	
	<i>Associate Editor</i> for the IEEE Transactions on Computational Intelligence and AI in Games, from 2008–.	
RESEARCH PUBLICATIONS	<i>IEEE Member</i> of the computational intelligence society. Chair of IEEE in Iceland. List of publications may be found here: <i>Web:</i> http://scholar.google.is/citations?user=4eWdc_sAAAAJ	