

CONNOR T. WIEGAND

✉ [gmail: connortwiegand](mailto:connortwiegand) | 🌐 ctwie.me | [in connor-wiegand](https://www.linkedin.com/in/connor-wiegand) | [github connortwiegand](https://github.com/connortwiegand)

EDUCATION

University of Oregon <i>Eugene, OR</i>	<i>2019 – 2024</i>
Ph.D. <i>Economics</i>	
University of Washington <i>Seattle, WA</i>	<i>2016 – 2019</i>
Bachelor of Science (Double Major) <i>Mathematics, Economics</i>	
Whatcom Community College <i>Bellingham, WA</i>	<i>2014 – 2016</i>
Associate of Arts <i>Transfer Degree</i>	

AREAS OF INTEREST

- Time Preferences – Modeling and Elicitation
- Prospect Theory, Loss Aversion
- Learning, Bounded Rationality
- Choice Problems, Consumer Behavior
- Linguistics, Natural Language
- Contracts, Principal-Agent Problems
- Repeated Games
- Experimental Game Theory
- Data Science, Big Data
- Software and Programming

RESEARCH

Time Varying Time Preferences <i>w/ M. Steven Holloway, Michael A. Kuhn</i>	<i>JMP</i>
<ul style="list-style-type: none"> • Conducted novel longitudinal study to elicit non-standard time preferences • Designed novel web-based interface for fast and efficient elicitation • Spearheaded model theory and proofs • Find 57% of participants show behavior consistent with time-varying preferences 	<i>Draft Available</i> <i>Methods Paper</i>
Trust and AI <i>w/ Tanner Bivins, Ethan Holdahl, Jiabin Wu</i>	<i>Working Paper</i>
<ul style="list-style-type: none"> • Analyzed role of LLM AI as a tool for facilitating trust in partnership games • Contributed to experiment framework, design through oTree (Python-based), post-study analysis and documenting results • Find significant evidence that access to AI for trustee leads to cooperative play 	<i>Draft Available</i>
Market Failure <i>w/ Van Kolpin</i>	<i>Forthcoming</i>
<i>The Elgar Encyclopedia on the Economics of Competition, Regulation and Antitrust</i>	
<ul style="list-style-type: none"> • Responsible for collection of relevant literature; revision and editing of encyclopedia entry 	

EXPERIENCE

Lead Instructor <i>U. Oregon</i>	<i>2021 – present</i>
<i>Lead Instructor; responsible for preparing and administering course content</i>	
<ul style="list-style-type: none"> • Game Theory: <ul style="list-style-type: none"> ▸ Introductory (4x) ▸ Senior/Master's Level (1x) • Microeconomics: <ul style="list-style-type: none"> ▸ Introductory (1x) ▸ Intermediate (1x) 	
Teaching Assistant <i>U. Oregon</i>	<i>2019 – present</i>
<i>Preparing and leading lab discussions, hosting office hours, grading</i>	

- Selected courses: Behavioral economics, PhD core econometrics, environmental economics, micro, macro, game theory, money and banking, international economics, public economics, senior econometrics

Research Assistant | *Prof. Alfredo Burlando, U. Oregon*

Summer 2021

Assisted in writing and reviewing the theory and proofs

- Alfredo Burlando, “Tuition fees and the intra-household allocation of schooling: Evidence from Uganda’s Free Primary Education reform” (2023), *Economics of Education Review*, 97, 102466

OTHER PROJECTS

LOST | *The Library of Statistical Techniques*

2021 |

- Original author of ARIMA page, including background theory and relevant R code

Contributer

AreaCodeR | *An open-source R project*

- Produce novel maps of countries with regional area codes using web scraping and geospatial techniques.

Author

gametheoryst | *A Typst package*

Work in Progress |

- Typst package for formatting game theory diagrams

Author

SKILLS

Expertise: Behavioral Economics | Game Theory | Machine Learning | Experiments | Data Science

Data Science: Tidyverse | data.table | Clustering | Random Forests | Regression | Big Data

Programming: R | Python | HTML/CSS/JS | SQL | Typst | Quarto (Pandoc) | Java | Bash/Linux