

# CONNOR T. WIEGAND

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## EDUCATION

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

<b>Time Varying Time Preferences</b>   <i>w/ M. Steven Holloway, Michael A. Kuhn</i>	<i>JMP</i>
<ul style="list-style-type: none"> <li>• Conducted novel longitudinal study to elicit non-standard time preferences</li> <li>• Designed novel web-based interface for fast and efficient elicitation</li> <li>• Spearheaded model theory and proofs</li> <li>• Find <b>57%</b> of participants show behavior consistent with time-varying preferences</li> </ul>	<i>Draft Available Methods Paper</i>
<b>Trust and AI</b>   <i>w/ Tanner Bivins, Ethan Holdahl, Jiabin Wu</i>	<i>Working Paper</i>
<ul style="list-style-type: none"> <li>• Analyzed role of LLM AI as a tool for facilitating trust in partnership games</li> <li>• Contributed to experiment framework, design through oTree (Python-based), post-study analysis and documenting results</li> <li>• Find significant evidence that access to AI for trustee leads to cooperative play</li> </ul>	<i>Draft Available</i>
<b>Market Failure</b>   <i>w/ Van Kolpin</i>	<i>Forthcoming</i>
<i>The Elgar Encyclopedia on the Economics of Competition, Regulation and Antitrust</i>	<i>November 2024</i>
<ul style="list-style-type: none"> <li>• Responsible for collection of relevant literature; revision and editing of encyclopedia entry</li> </ul>	

## EXPERIENCE

<b>Lead Instructor</b>   <i>University of Oregon</i>	<i>2021 – present</i>
<i>Lead Instructor; responsible for preparing and administering course content</i>	
<ul style="list-style-type: none"> <li>• Game Theory: <ul style="list-style-type: none"> <li>▸ Introductory (4x)</li> <li>▸ Senior/Master's Level (1x)</li> </ul> </li> <li>• Microeconomics: <ul style="list-style-type: none"> <li>▸ Introductory (1x)</li> <li>▸ Intermediate (1x)</li> </ul> </li> </ul>	
<b>Teaching Assistant</b>   <i>University of 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

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**game-theoryst** | *A Typst package*

- Typst package for formatting beautiful normal form games
- Currently Featured on Typst Universe

*Author*

**LOST** | *The Library of Statistical Techniques*

- 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*

## SKILLS

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**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