

CONNOR T. WIEGAND

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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>	

RESEARCH

Time Varying Time Preferences <i>w/ M. Steven Holloway, Michael A. Kuhn</i>	<i>JMP</i> <i>Draft Available</i>
<ul style="list-style-type: none"> Conducted novel longitudinal study to elicit non-standard time preferences Designed novel web-based interface for efficient elicitation (<i>Methods paper to follow</i>) Find 57% of participants show behavior consistent with time-varying preferences 	
Does AI Facilitate Trust? An Experimental Study	<i>Working Paper</i> <i>Draft Available</i>
<i>w/ Tanner Bivins, Ethan Holdahl, Jiabin Wu</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 	
Market Failure <i>w/ Van Kolpin</i>	<i>Forthcoming</i> <i>November 2024</i>
<i>The Elgar Encyclopedia on the Economics of Competition, Regulation and Antitrust</i>	
<ul style="list-style-type: none"> Responsible for collection of literature; revision and editing of encyclopedia entry 	

EXPERIENCE

Lead Instructor <i>University of Oregon</i>	<i>2021 – present</i>
<i>Responsible for preparing and administering lectures, assessments, and 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>University of Oregon</i>	<i>2019 – present</i>
<i>Preparing and leading lab discussions, hosting office hours, grading</i>	
<ul style="list-style-type: none"> Selected courses: Behavioral economics, PhD core econometrics, environmental economics, micro, macro, game theory, money and banking, international economics, public economics, senior econometrics 	
Research Assistant <i>Alfredo Burlando, Professor of Economics</i>	<i>Summer 2021</i>
<ul style="list-style-type: none"> "Tuition fees and the intra-household allocation of schooling: Evidence from Uganda's Free Primary Education reform" (2023), <i>Economics of Education Review</i> 	

OTHER PROJECTS

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

AREAS OF INTEREST

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

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 | Web Tools | SQL | Typst (Rust) | Quarto (Pandoc) | Java | Bash/Linux