

# ZUN LI

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## EDUCATION

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### University of Michigan, Ann Arbor

*Sept. 2018 - Now*

Ph.D. in Computer Science and Engineering

Advisor: Prof. Michael P. Wellman

### Shanghai Jiao Tong University

*Sept. 2014 - June 2018*

B.S.E. in Computer Science (IEEE Honored Class)

Advisor: Prof. Fan Wu & Dr. Zhenzhe Zheng

## INTERESTED AREAS

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- Computational Economics, *e.g.*, Algorithmic Game Theory, Network Economics
- Artificial Intelligence, *e.g.* Multiagent Systems, Machine Learning
- Applications, *e.g.* Ad Auctions, Recommender Systems

## PUBLICATIONS

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- [3] **Zun Li** (Oral), Michael P. Wellman, “Structure Learning for Approximate Solution of Many-Player Games”, *To Appear in AAAI Conference on Artificial Intelligence (AAAI)*, New York, 2020.
- [2] Steve Jecmen, Arunesh Sinha, Long Tran-Thanh, **Zun Li**, “Bounding Regret in Empirical Games”, *To Appear in AAAI Conference on Artificial Intelligence (AAAI)*, New York, 2020.
- [1] **Zun Li** (Oral), Zhenzhe Zheng, Fan Wu, Guihai Chen, “On Designing Optimal Data Purchasing Strategies for Online Ad Auctions”, *In Proceedings of International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, Stockholm, 2018.

## RESEARCH EXPERIENCE

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### Game Model Learning and Solving

*Sept. 2018 - Now*

Research Assistant at Strategic Reasoning Group, UMich

Advisor: Prof. Michael P. Wellman

- Developing efficient computational tools leveraging supervised learning, unsupervised learning and reinforcement learning to facilitate strategic reasoning on large-scale simulation-based games

### Data Acquisition for Ad Auctions

*Oct. 2016 - Feb. 2017*

Research Assistant at Advanced Network Lab, SJTU

Advisor: Prof. Fan Wu

- Formulated the optimal data acquisition problem in ad auctions as a two-stage game and proved properties of the equilibrium for a general class of signaling models

## HONOR & REWARDS

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AAMAS Student Travel Scholarship

*2018*

## PROGRAMMING SKILLS

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- Languages: Python, C++, Go, Java
- Frameworks: PyTorch, TensorFlow