ZUN LI

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EDUCATION

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

- 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

[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] Steven Jecmen, **Zun Li**, Long Tran-Thanh, Arunesh Sinha, "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

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

AAMAS Student Travel Scholarship *2018*

PROGRAMMING SKILLS

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