

Shaul Rosner

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Education

Reichman University <i>Studies for Ph.D, Computer Science, direct track.</i>	2021 – 2024
Reichman University <i>Studies for master's degree in computer science.</i>	2018 - 2021 GPA: 95
Tel Aviv University <i>BSc in mathematics with a focus on computer science.</i>	2013 - 2017 GPA: 87
National Psychometric Exam	2015 Grade 752 (out of 800, percentile 99)

Professional Experience

Visiting PhD Student Hosted by Marc Schroder.	September 2023 - October 2023 Maastricht University
CS Preparatory Workshop Lecturer	2023 Reichman University
Summer Intern I analyzed the landscape of cloud computing from a game theory perspective, with a focus on the impact of software improving ease of use of multiple cloud services (multicloud).	July 2023 - September 2023 IBM Research
Logic and Set Theory TA	2022-2024 Reichman University
Algorithms TA	2021-2023 Reichman University
Calculus 1+2 tutor "The Sharpener" Program	2015-2017 Tel Aviv University

Academic Publications

1. Models of Congestion with Non-Standard Utilities - Ph.D Thesis
2. Cost-Sharing Games with rank-based utilities - Under Revision for TCS - joint work with Tami Tamir
3. Throughput Maximization in a Scheduling Environment with Machine-Dependent Due-dates - Submitted - joint work with Tami Tamir
4. Who Benefits from a Multi-Cloud Market? A Trading Networks Based Analysis - Submitted - joint work with Segev Wasserkrug, from my time at IBM
5. Entrepreneurship Facility Activation Games - The 16th International Symposium on Algorithmic Game Theory (SAGT), September 2023 - joint work with Tami Tamir
6. Scheduling games with rank-based utilities – Games and Economic Behavior (volume 140)- joint work with Tami Tamir

7. Cost-Sharing Games with rank-based utilities - The 15th International Symposium on Algorithmic Game Theory (SAGT), September 2022 - joint work with Tami Tamir
8. Race Congestion Games - 32nd Stony Brook international conference on game theory - Poster Session - June 2021
9. Race Scheduling Games - The 13th International Symposium on Algorithmic Game Theory (SAGT), September 2020 - joint work with Tami Tamir

Awards & Honors

Teaching Excellence Award	
<i>Reichman University</i>	2022
Competitive Programming - 40th place	
<i>SWERC</i>	2021
Honors from Center 7140 - IDF	for my work in development
	2019
Second Place in Math Olympiad	
<i>Tel Aviv - Regional</i>	2012

Military Service

Researcher in an Audio Research Section at IDF Intelligence	2019-2021
My job was to plan, train, implement, and monitor algorithms for analysis of audio. This included everything from researching solutions, modifying them to suit the data, implementing them as part of a software pipeline, and working with users to find issues.	
Software Developer in a Research Section at IDF Intelligence	2017-2019
My job was to develop and maintain software used by signal processing researchers. As part of my role I also implemented, optimized, and wrote algorithms for various purposes.	
Software Development Course	February 2017- July 2017

Programming Knowledge

I program at a high level in python and c#. I also have work experience with java, matlab, javascript (node, angular, some react), c, c++.

This includes experience working with a range of libraries and technologies for solving various challenges, including pytorch, kald, sklearn pandas, sql, elasticsearch, flask, kafka, docker, etc.