Tobias Wängberg | CV

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I am a Master's student in mathematical statistics at Stockholm University. With a bachelors degree in mathematics I have a solid foundation in mathematics, applied mathematics, mathematical statistics and programming. Currently, my interests lie within mathematics, causal inference, data science, philosophy and AI.

Education

- **Current: Master's program in mathematical statistics** **Stockholm University**
  Two years of full time studies *2018 – 2020*
  Including courses within mathematical statistics, data science, mathematics and computer science. During this time I have also completed a course in theoretical philosophy spanning one full semester including philosophy of science, epistemology, logic and more.
- **Bachelor's degree in mathematics** **Linköping University**
  Three years of full time studies *2014–2017*
  The bachelor programme gave a broad and solid background in analysis, algebra, programming, optimization and mathematical statistics.
  GPA: 4.35/5.0.

List of Publications

- **Classification by Decomposition: A Partitioning of the Space of 2X2 Symmetric Games** **ANU**
  Bachelor thesis *2017*
  Title and hyperlink: Classification by Decomposition: A Partitioning of the Space of 2X2 Symmetric Games. I spent the spring semester at the Australian National University (ANU) in Canberra writing my bachelor thesis in game theory. The project was supervised by prof. Marcus Hutter and Tom Everitt, PhD. We developed a novel classification of symmetric games. The purpose of classifying games is to get a better understanding of strategic interaction between rational agents.
- **A Game-Theoretic Analysis of the Off-Switch Game, Wängberg et al.** **Melbourne**
  Publication in Artificial General Intelligence. Springer, pp. 167–177. arXiv: 1708.03871 *2017*
  I am co-author of the paper A Game-Theoretic Analysis of the Off-Switch Game related to game theory and artificial intelligence supervised by Tom Everitt and Marcus Hutter.
- **Presentation at Philosophy and Theory of Artificial Intelligence, PT-AI 17** **Leeds**
  Presentation *2017*
  Presented the paper *A Game-Theoretic Analysis of the Off-Switch Game* at the PT-AI 17 conference in Leeds.

Programming

- **I have previous experience with the following programming languages:** C++, Python, Matlab, TeX, R, Scheme/ Racket.

Work Experience

- **Teaching assistant Probility Theory I** — **Stockholm University**
  Teaching assistant in an introductory course in probability theory — *Fall 2019*
- **Teaching assistant Statistical Analysis** — **Stockholm University**
  Teaching assistant in an introductory course in statistics — *Fall 2019*
- **Teaching assistant Algebra and Geometry** — **Royal Institute of Technology**
  Teaching assistant in linear algebra. — *Fall 2019*
- **Teaching assistant Introductory Course in Mathematics** — **Royal Institute of Technology**
  Teaching assistant in an introductory course in mathematics, with purpose of preparing students for university studies. — *Fall 2019*
- **Summer internship at Enliven** — **Stockholm**
  Implemented text based recommendation system — *Summer 2019*
  I worked at the startup company Enliven during the summer where I developed an article recommendation system which recommends new articles based on the users reading history. The algorithm is implemented in Python and based on the TF-IDF algorithm.

References

- Tom Everitt co-supervised my bachelor degree project at ANU. Email: tom4everitt@gmail.com