

# Vincent Leon

PHD CANDIDATE IN INDUSTRIAL ENGINEERING · UNIVERSITY OF ILLINOIS URBANA-CHAMPAIGN

1308 W Main St, CSL Building Rm 125, Urbana, IL 61801, USA

✉ leon18@illinois.edu | ↗ vin-leon.github.io | ↗ vin-leon

## Research Interests

---

My research spans **game theory**, **online learning**, **social networks**, and **optimal control**. My doctoral dissertation focuses on equilibrium analysis of dynamic games, learning algorithm design for multi-agent systems, mechanism design, and online control in networks, drawing on game theory, optimization, multi-armed bandits and reinforcement learning, with a focus on strategic resource allocation. I am also broadly interested in distributed systems, networked control, inverse game theory, robust and resilient algorithm design, and applications in cyber security, data privacy, traffic routing, and wireless communication.

## Education

---

### University of Illinois Urbana-Champaign

PHD IN INDUSTRIAL ENGINEERING (IN PROGRESS)

Urbana, IL, USA

expected May 2026

- Advisor: Assoc. Prof. S. Rasoul Etesami
- Dissertation Topic: Online learning in dynamic games and social networks
- Prelim Exam Committee: Assoc. Prof. S. Rasoul Etesami (Chair), Prof. Carolyn L. Beck, Assoc. Prof. Subhonmesh Bose, Prof. Rakesh Nagi, Prof. Jeff S. Shamma
- GPA: 3.96/4.00

### The University of Hong Kong

BENG IN CIVIL ENGINEERING (FIRST CLASS HONOURS)

Hong Kong

2016

- GPA: 3.76/4.30

### University of Illinois Urbana-Champaign

ENGINEERING NON-DEGREE EXCHANGE PROGRAM

Urbana, IL, USA

Aug 2014 – May 2015

- GPA: 3.95/4.00

## Professional Experience

---

### Singapore University of Technology and Design

Singapore

Aug 2024–Jan 2025

VISITING SCHOLAR

- Supervisor: Asst. Prof. Antonios Varvitsiotis
- Research: Polynomial optimization techniques for concave, monotone, and extensive-form games

### Ove Arup & Partners HK Ltd.

Hong Kong

ASSISTANT ENGINEER

Aug 2016–Aug 2019

## Publications

---

### JOURNAL ARTICLES

**V. Leon** and S. R. Etesami, “Online learning in budget-constrained dynamic Colonel Blotto games,” *Dynamic Games and Applications*, vol. 14, pp. 865–887, 2024. doi: 10.1007/s13235-023-00518-7.

**V. Leon**, S. R. Etesami, and R. Nagi, “Limited-trust in diffusion of competing alternatives over social networks,” *IEEE Transactions on Network Science and Engineering*, vol. 11, no. 1, pp. 1320–1336, 2024, doi: 10.1109/TNSE.2023.3322132.

S. R. Etesami, N. Kiyavash, **V. Leon**, and H. V. Poor, “Optimal adversarial policies in the multiplicative learning system with a malicious expert,” *IEEE Transactions on Information Forensics and Security*, vol. 16, pp. 2276–2287, 2021, doi: 10.1109/TIFS.2021.3052360.

### CONFERENCE ARTICLES

**V. Leon**, I. Sakos, R. Sim, and A. Varvitsiotis, “Certifying concavity and monotonicity in games via sum-of-squares hierarchies”, accepted to *NeurIPS 2025*, San Diego, CA, USA & Mexico City, Mexico, 2025.

**V. Leon** and S. R. Etesami, “Online reinforcement learning in Markov decision process using linear programming,” in 2023 62nd IEEE Conference on Decision and Control (CDC), Singapore, 2023, pp. 1973–1978, doi: 10.1109/CDC49753.2023.10383839.

**V. Leon**, S. R. Etesami, and R. Nagi, “Diffusion of innovation under limited-trust equilibrium,” in 2022 IEEE 61st Conference on Decision and Control (CDC), Cancun, Mexico, 2022, pp. 3145–3150, doi: 10.1109/CDC51059.2022.9992669.

**V. Leon** and S. R. Etesami, “Bandit learning for dynamic Colonel Blotto game with a budget constraint,” in 2021 60th IEEE Conference on Decision and Control (CDC), Austin, TX, USA, 2021, pp. 3818–3823, doi: 10.1109/CDC45484.2021.9683087.

## PREPRINTS

**V. Leon** and S. R. Etesami, “Online learning for dynamic Vickrey-Clarke-Groves mechanism in unknown environments”, *arXiv Preprint (submitted to Automatica)*, arXiv:2506.19038, 2025.

## IN PREPARATION

**V. Leon** and S. R. Etesami, “Online optimal control for contagion prevention in financial networks”, *In Preparation*.

## Presentations

---

### INVITED TALKS

December 2023. Limited-trust in diffusion of competing alternatives over social networks. ESD Research Seminar, Singapore University of Technology and Design, Singapore.

### CONTRIBUTED PRESENTATIONS

October 2025. Online learning for dynamic Vickrey-Clarke-Groves mechanism in sequential auctions under unknown environments (oral presentation). The 2025 INFORMS Annual Meeting (Job Market Showcase Track), Atlanta, GA, USA.

May 2025. Online learning for dynamic Vickrey-Clarke-Groves mechanism in sequential auctions under unknown environments (oral and poster presentations). The 2nd Annual ISE Student Conference, University of Illinois Urbana-Champaign, Urbana, IL, USA.

April 2025. Online learning for dynamic Vickrey-Clarke-Groves mechanism in sequential auctions under unknown environments (poster presentation). The 11th Midwest Workshop on Control and Game Theory, University of Illinois Urbana-Champaign, Urbana, IL, USA.

April 2024. Online learning in budget-constrained dynamic Colonel Blotto games (oral and poster presentations). The Inaugural ISE Student Conference, University of Illinois Urbana-Champaign, Urbana, IL, USA.

December 2023. Online reinforcement learning in Markov decision process using linear programming (oral presentation). IEEE CDC 2023, Singapore.

December 2022. Diffusion of innovation under limited-trust equilibrium (oral presentation). IEEE CDC 2022, Cancún, México.

October 2022. Online learning in budget-constrained dynamic Colonel Blotto games (poster presentation). C3.ai DTI Workshop on Data, Learning, and Markets, University of Illinois Urbana-Champaign, Urbana, IL, USA.

December 2021. Bandit learning for dynamic Colonel Blotto game with a budget constraint (oral presentation). IEEE CDC 2021 (virtual), Austin, TX, USA.

## Teaching Experience

---

## **University of Illinois Urbana-Champaign**

### **GRADUATE TEACHING ASSISTANT**

- |  |                                 |
|--|---------------------------------|
| • IE 521 - Convex Optimization   | <i>Fall 2025</i>                |
| • IE 310 - Deterministic Models in Optimization, a.k.a. Intro to Operations Research | <i>Spring 2025, Spring 2022</i> |
| • IE 529 - Statistics of Big Data and Clustering                                     | <i>Spring 2024</i>              |
| • IE 511 - Integer Programming   | <i>Spring 2023</i>              |
| • SE 320 - Control Systems (Lab instructor & TA)                                     | <i>Fall 2022, Fall 2021</i>     |
| • SE 100 - Introduction to ISE   | <i>Fall 2020</i>                |

## **Awards and Scholarships**

---

- 2025 **NeurIPS 2025 Financial Assistance Award**, NeurIPS  
**ISE Conference Funding and Conference Presentation Award**, ISE, UIUC
- 2024 **The Inaugural ISE Student Conference Outstanding Poster Award**, ISE, UIUC
- 2023 **IEEE Control Systems Society (CSS) Student Travel & Workshop Support**, IEEE CSS  
**ISE Conference Funding and Conference Presentation Award**, ISE, UIUC
- 2016 **Best Final Year Project Award**, American Society of Civil Engineers (Hong Kong Section)  
**Chu Yuk Baw Prize in Civil Engineering**, The University of Hong Kong  
**Dean's Honours List**, The University of Hong Kong
- 2015 **Hui Yin Hing Scholarship**, The University of Hong Kong  
**Lee Shau Kee Scholarship**, The University of Hong Kong
- 2013, 2014 **Dean's Honours List**, The University of Hong Kong

## **Professional Services & Extra-curricular Activities**

---

### **JOURNAL & CONFERENCE REVIEWER**

- Journal** IEEE Transactions on Automatic Control  
IEEE Transactions on Control of Network Systems  
Knowledge and Information Systems
- Conference** IEEE CDC (2023, 2024, 2025)  
NeurIPS (2025-subreviewer)

### **EXTRA-CURRICULAR ACTIVITIES**

- Secretary, Dancing Illini, University of Illinois Urbana-Champaign *2025–present*

## **Relevant Coursework**

---

**Decision and Control:** Control system theory and design (ECE 515), MDPs and reinforcement learning (ECE 586)

**Optimization:** Approximation algorithms (CS 583), combinatorial optimization (IE 519), game theory (IE 598), linear & integer programming (IE 411 & 511), optimization under uncertainty (IE 598)

**Learning theory & AI:** Machine learning (ECE 449), statistical learning theory (ECE 543)

## **Languages & Skills**

---

- Programming** Python and LaTeX: proficient  
Julia, MATLAB, and Java: intermediate

**Languages**

- Chinese (Mandarin): native proficiency
- Chinese (Cantonese): native-like proficiency
- English: full professional proficiency (C1–C2)
- Spanish: professional working proficiency (B2–C1)
- French: elementary proficiency (A2–B1)