# Vincent Leon

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

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#### 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**

Urbana, IL, USA

#### PHD IN INDUSTRIAL ENGINEERING (IN PROGRESS)

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

Hong Kong

2016

• GPA: 3.76/4.30

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

Urbana, IL, USA

**ENGINEERING NON-DEGREE EXCHANGE PROGRAM** 

BENG IN CIVIL ENGINEERING (FIRST CLASS HONOURS)

Aug 2014 - May 2015

• GPA: 3.95/4.00

## Professional Experience \_\_\_\_\_

#### **Singapore University of Technology and Design**

Singapore

VISITING SCHOLAR

Aug 2024-Jan 2025

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

Hong Kong

Ove Arup & Partners HK Ltd.

Aug 2016-Aug 2019

Publications \_

ASSISTANT ENGINEER

#### **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 sequential auctions under unknown environments", *arXiv Preprint* (*submitted to Automatica*), arXiv:2506.19038, 2025.

#### IN PREPARATION

**V. Leon** and S. R. Etesami, "Optimal centralized control and online learning 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, accepted). The 2025 INFORMS Annual Meeting (Job Market Showcase Track), Atlanta, GA, ILSA
- 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	
reaching Experience	

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

#### **GRADUATE TEACHING ASSISTANT**

• IE 521 - Convex Optimization

• IE 310 - Deterministic Models in Optimization, a.k.a. Intro to Operations Research

• IE 529 - Statistics of Big Data and Clustering

• IE 511 - Integer Programming

• SE 320 - Control Systems (Lab instructor & TA)

• SE 100 - Introduction to ISE

Fall 2025 Spring 2025, Spring 2022 Spring 2024 Spring 2023 Fall 2022, Fall 2021 Fall 2020

## Awards and Scholarships \_\_\_\_\_\_

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)