

# William M Volckmann II

Email: wmvolckmann at gmail dot com

## Education

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2016 – 2022

### **Master of Arts, Economics** (while in pursuit of PhD)

University of California, Davis – 78 units

- **Microeconomics Coursework:** Microeconomic Theory I-III, International Trade
- **Macroeconomics Coursework:** Macroeconomic Theory I-III, Topics in Macroeconomics I-III, International Macroeconomics
- **Econometrics Coursework:** Econometric Methods I-III, Cross Sectional Econometrics, Time Series Econometrics, Time Series Topics
- **Other Coursework:** World Economic History

2013 – 2015

### **Bachelor of Science, Mathematics and Economics**

University of Wisconsin, Madison – 51 Units

- **Mathematics Coursework:** Probability and Mathematical Statistics I, Linear Algebra, Linear Programming Methods, Ordinary Differential Equations, Applied Dynamical Systems, Analysis I
- **Economics Coursework:** Introductory Econometrics, Money and Banking, Game Theory and Economic Analysis, International Trade and Finance, Markets with Frictions

2010 – 2013

### **Associate of Arts and Science, Emphasis in Mathematics**

University of Wisconsin, Waukesha – 72 units

- Department Honors in Mathematics

## Work Experience

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2016 – 2022

### **Graduate Teaching Assistant**

University of California, Davis

- Taught sections, held office hours, and assisted with administrative duties for the following courses: International Macroeconomics (2x), Industrial Organization II (2x), Uncertainty and Information (2x), Analysis of Economic Data (5x), Principles of Macroeconomics (7x), Game Theory, Financial Economics, Decision Making, and Intermediate Macroeconomics. I also regularly prepared detailed study guides. Six quarters were remote due to COVID-19 protocols.

Nov 2015 – July 2016

### **Independent Contractor**

NYU Marron Institute of Urban Management

- Exploratory work in developing a MediaWiki website using Linux, Hiawatha webserver, and PostgreSQL.
- Exploratory work in developing a large, collaborative, Jekyll-based website managed by the GitLab DevOps software package.

June – Aug 2014

### **Student Teaching Assistant**

University of Wisconsin, Madison

- Assisted with and taught Algebra to a group of roughly 18 students as part of the school's Summer Collegiate Experience program. Also helped students with Intermediate Algebra and Calculus and Analysis Geometry during office hours.

2012 – 2013

### **Student Tutor**

University of Wisconsin, Waukesha

- Tutored the following math classes for the school's Academic Success Center: Elementary Algebra, Intermediate Algebra, College Algebra, Trigonometry, Precalculus, Calculus, Calculus and Analytic Geometry I-III, Linear Mathematics. Also tutored 1<sup>st</sup>-3<sup>rd</sup> Semester French. Sessions were by appointment and by walk-in.

## **Research**

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### **The effects of market size, wealth, and network effects on digital piracy and profit**

European Journal of Law and Economics, Published 27 August 2022 ([link](#))

Models the impact of network effects on digital piracy and profit of software developers while accounting for the size of the market and the wealth of consumers within that market.

### **The Effect of Bypassing Denuvo DRM on PC Video Games**

Undergoing Peer Review

Estimates the effect that Denuvo digital rights management survival time has on protecting video game revenue from the effects of piracy by using a fixed effects event study regression.

### **An Economic Model of Disutility of DRM**

Undergoing Peer Review

Models the effect of digital rights management technology that is disliked by consumers and considers how a developer might mitigate the negative effects of disliked DRM.

### **The Best Modern Video Game Platform**

Undergoing Peer Review

Measures the desirability of video game platforms as judged by both professional critics and gamers to determine which platforms have delivered the best experience over the last twenty years.

### **How Out of Touch Is the Entertainment Media?**

Undergoing Peer Review

Measures the difference of opinion between professional critics and consumers to see whether entertainment media are more or less out of touch with consumers over the last twenty years.

## **Other Skills and Interests**

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- **Technical Skills:** MATLAB, Stata, R, LaTeX, C#, Microsoft Office Suite, basic Linux
- **Musical Hobbies:** writing and recording music, singing, playing guitar and bass
- **Active Hobbies:** weightlifting, bicycling, running
- **Intellectual Hobbies:** reading science books, science fiction books, blogs