

# CV – MIKE FARJAM

## EMPLOYMENT HISTORY

- Lund University*  
01.2021– Researcher, 80% research/20% administration  
European Studies, Centre for Languages and Literature  
Research topic: Computational Social Science
- Linnaeus University, Växjö*  
08.2018– 01.2021 Lecturer, 50% research/50% teaching  
08.2016–08.2018 Postdoc, 80% research/20% teaching  
Department of Computer Science and Media Technology (from 06.2020)  
Department of Social Studies (until 05.2020)  
Research topic: Computational Social Science  
Teaching: Statistics and method courses on Master and PhD level
- Hebrew University, Jerusalem*  
09.2015–12.2015 Visiting Researcher  
Center for the Study of Rationality and Interactive Decision Theory  
Financed by the International Max Planck Research School, I developed an agent-based simulation of child-parent interactions.
- Friedrich Schiller University, Jena*  
06.2013–07.2016 PhD student  
Department of Economics  
Scholarship holder at the International Max Planck Research School on Adapting Behavior in a Fundamentally Uncertain World.  
Supervisor: Prof. Oliver Kirchkamp
- Radboud University, Nijmegen*  
09.2011–08.2012 Research & Teaching Assistant  
Department of Psychology  
Leading study and exercise groups + research assistant of Prof. Pim Haselager in a study on serious gaming. Part-time ~ 10 hours per week.

## ACADEMIC DEGREES

- Friedrich Schiller University, Jena*  
2013-2016 Economics, Dr.rer.pol., summa cum laude  
Defended on 05.07.2016  
Thesis: 'Games against the machine: Interacting with artificial economic agents'  
Using experiments, I studied differences in human behavior when interacting with humans or machines. I identified behavioral differences that were due to strategic considerations and distributional preferences and discussed their economic consequences.
- Radboud University, Nijmegen*  
2008-2013 Artificial Intelligence, B.Sc. & M.Sc.  
Focus on Machine Learning and Agent-based Modelling. For the master thesis, I went to the University of Trento and implemented an agent-based model of punishment in public good games (published in 2015).
- Radboud University, Nijmegen*  
2007-2011 Psychology, B.Sc.  
Focus on cognitive psychology.

## PEDAGOGICAL TRAINING

- Supervision of Postgraduates*  
Completed 2020 (15 ECTS): required for supervision of PhD students in Sweden
- Higher Education Teacher Training*  
Completed 2019 (15 ECTS): required for teaching courses at Swedish universities. Consisting of the components "Juridical, norm critical and ethical aspects of teaching", "Teaching and Learning Processes", and "Didactical Development".

## SKILLS

- Languages*
- GERMAN · Native
  - ENGLISH · C2 (Full professional proficiency)
  - DUTCH · C2 (Full professional proficiency)
  - SWEDISH · B2 (Intermediate user)

*Programming* C++, L<sup>A</sup>T<sub>E</sub>X, NetLogo, Python, and R

*Software* z-Tree, oTree, SPSS, git

#### REFERENCES

*Prof. Bravo,  
Sociology* We collaborated in the teaching of several courses and jointly coordinated the Applied Social Analysis master program at Linnaeus University. We published 11 papers together.  
Email: giangiacomo.bravo@lnu.se

*Prof. Squazzoni,  
Sociology* We collaborate in a project on studying biases in the peer-review process. We published four papers together.  
Email: flaminio.squazzoni@unimi.it

*Prof. Kirchkamp,  
Economics* My main PhD-supervisor and co-author.  
Email: oliver@kirchkamp.de