

MIKE FARJAM

Born in Aachen (Germany), 30 November 1986

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EDUCATION

2013-2016 Friedrich Schiller University Jena

*Dr. rer. pol.,
Doctoral Student
in Economics*

summa cum laude · Defended on 05.07.2016

Thesis: *Games against the machine: Interacting with artificial economic agents*
Description: In the near future humans will have to interact in many situations in which they previously interacted only with humans with artificial agents/robots. The thesis consists of four experiments that study differences in behavior of humans when they depend on humans or robots/mechanisms.
Supervisors: Oliver KIRCHKAMP & Pim HASELAGER

2011-2013 Radboud University Nijmegen

*M.Sc. Artificial
Intelligence*

GPA: 8.4 · Faculty of Social Sciences

Thesis: *Punishment Mechanisms and their Effect on Cooperation – A Simulation Study*

Description: With the help of an agent-based simulation I examine how various kinds of punishment influence the evolution of cooperation among reciprocal agents. The thesis was published in the Journal of Artificial Societies and Social Simulation and is the result of my research at the University of Trento (Italy)
Supervisors: Pim HASELAGER, Marco FAILLO & Ida SPRINKHUIZEN-KUYPER

2008-2012 Radboud University Nijmegen

*B.Sc. Artificial
Intelligence*

GPA: 7.4 · *Simulation specialization* · Faculty of Social Sciences

2007-2011 Radboud University Nijmegen

B.Sc. Psychology

GPA: 7.0 · *Neuropsychology specialization* · Faculty of Social Sciences

EMPLOYMENT

2016-now Postdoctoral researcher — Växjö

*Linnaeus
University*

80% research / 20% teaching

Research topic: Computational Social Sciences

Teaching: Quantitative Methods (Master level) and Experiments (Master level)

2011-2013 Research and Teaching Assistant — Nijmegen

*Radboud
University*

Leading study and exercise groups for the course "Psychologie en Praktijk" (Psychology in practice), which was a 2-month compulsory course in the Bachelors program Psychology in 2011 and 2012. Furthermore, I was research assistant of Prof. Pim Haselager in a study on serious gaming, which involved programming a computer game and preparing experimental setups with EEG and eye-tracking. Part-time ~ 10 hours per week.

2007-2011 Callcenter — Nijmegen

Bogers

Consulting clients on windows and dormers in a local company. Part-time ~ 10 hours per week.

SCHOLARSHIPS

- 2013–2016
IMPRS 3-year scholarship from the International Max Planck Research School on Adapting Behavior in a Fundamentally Uncertain World (Uncertainty School).
- 2015
IMPRS Funding of a 3-month research visit at the Hebrew University in Jerusalem for developing an agent-based simulation of child-parent interactions.
- 2013
Erasmus Scholarship for a 4-month stay at the University of Trento + 1-month intensive Italian course at Ca'Foscari University Venice.

PUBLICATIONS AND WORKING PAPER

- Nov 2016
Games Ignorance is bliss, but for whom? The persistent effect of good will on cooperation
 With: Wladislaw Mill & Marian Panganiban
- Nov 2015
Jena Economic Research Papers On whom would I want to depend; Humans or nature?
- Feb 2015
Jena Economic Research Papers - submitted to the Economic Journal Bubbles in hybrid markets - How expectations about algorithmic trading affect human trading
 With: Oliver Kirchkamp
- Jan 2015
Journal of Artificial Societies and Social Simulation Punishment Mechanisms and Their Effect on Cooperation: A Simulation Study
 With: Pim Haselager, Marco Faillo & Ida Sprinkhuizen-Kuyper
- Nov 2012
24th Benelux Conference on Artificial Intelligence Greed, Envy, Jealousy. How we can make Resource Management more efficient.
 With: Pim Haselager & Ida Sprinkhuizen-Kuyper

CONFERENCES

- 2015
Meeting of the European Economic Association Presented: Bubbles in hybrid markets - How expectations about algorithmic trading affect human trading
- 2015
Experimental Finance Presented: Bubbles in hybrid markets - How expectations about algorithmic trading affect human trading
- 2012
Benelux Conference on Artificial Intelligence Presented: Greed, Envy, Jealousy. How we can make Resource Management more efficient.

SKILLS

<i>Programming</i>	C++, Java, NetLogo, L ^A T _E X, and R
<i>Software</i>	z-Tree, Matlab, SPSS, git/SVN, Linux, Office
<i>Hardware</i>	Some experience with the use of EEG, GSR, and eye tracking in experiments
<i>Languages</i>	GERMAN · native ENGLISH · C2 (Full professional proficiency) DUTCH · C2 (Full professional proficiency) ITALIAN · B1 (Elementary proficiency) SWEDISH · A1
<i>Interests/Hobbys</i>	Cello · Piano · Capoeira · Composing

October 20, 2016