

Steven Jecmen

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Education	Carnegie Mellon University, School of Computer Science Ph.D. in Computer Science Advisors: Fei Fang and Nihar B. Shah	2019 - 2024
	University of Michigan – Ann Arbor, College of Engineering B.S.E. in Computer Science, Minor in Economics GPA: 4.0/4.0	2015 - 2019
Employment	Tower Research Capital, Quantitative Trader	2024 - present
	Tower Research Capital, Quantitative Trader Intern	2023
	Citadel, Software Engineering Intern Developed and tested a new R interface to the C++ market data layer used by quantitative researchers.	2018
	CME Group, Software Engineering Intern Designed a simulated market model and tested potential changes to the match engine to determine effects on the behavior and welfare of market participants.	2017
Research Experience	Carnegie Mellon University, Graduate Research Assistant <i>Project: Making Peer Review Robust to Undesirable Behavior</i> <i>Advisors: Fei Fang and Nihar B. Shah</i> Proposed practical methods for handling several different forms of malicious or undesirable behavior in scientific peer review using techniques from optimization, statistics, game theory, and causal inference. To mitigate collusion between reviewers and authors, provided efficient algorithms for finding high-quality randomized assignments, which have been deployed at several venues (including AAAI 2022-2023) and implemented at OpenReview.net.	2019 - 2024
	University of Michigan, Research Assistant <i>Project: Bounding Regret in Empirical Games</i> <i>Advisor: Michael Wellman</i> Developed an algorithm to efficiently bound the exploitability of candidate Nash equilibria in empirical games.	2017 - 2019
Research Publications	Steven Jecmen , Nihar B. Shah, Fei Fang, and Leman Akoglu. On the Detection of Reviewer-Author Collusion Rings From Paper Bidding. <i>Preprint</i> , 2024.	
	Yixuan Even Xu, Steven Jecmen , Zimeng Song, and Fei Fang. A One-Size Fits All Approach to Improving Randomness in Paper Assignment. In <i>The 37th Conference on Neural Information Processing Systems (NeurIPS)</i> , 2023.	

Martin Saveski, **Steven Jecmen**, Nihar B. Shah, and Johan Ugander. Counterfactual Evaluation of Peer Review Assignment Strategies in Computer Science and Artificial Intelligence. In *The 37th Conference on Neural Information Processing Systems (NeurIPS)*, 2023. Also in *The 9th International Congress on Peer Review and Scientific Publication*, 2022 (Abstract).

Ryan Liu, **Steven Jecmen**, Vincent Conitzer, Fei Fang, and Nihar B. Shah. Testing for Reviewer Anchoring in Peer Review: A Randomized Controlled Trial. *Preprint*, 2023.

Steven Jecmen, Minji Yoon, Vincent Conitzer, Nihar B. Shah, Fei Fang. A Dataset on Malicious Paper Bidding in Peer Review. In *The Web Conference 2023 (WWW)*, 2023.

Steven Jecmen, Nihar B. Shah, Fei Fang, Vincent Conitzer. Tradeoffs in Preventing Manipulation in Paper Bidding for Reviewer Assignment. In *ML Evaluation Standards Workshop at ICLR, 2022 (Outstanding Paper Award)*.

Komal Dhull, **Steven Jecmen**, Pravesh Kothari, and Nihar B. Shah. Strategyproofing Peer Assessment via Partitioning: The Price in Terms of Evaluators' Expertise. In *The 10th AAAI Conference on Human Computation and Crowdsourcing (HCOMP)*, 2022. Also in *Games, Agents and Incentives Workshop at AAMAS, 2022*; *The 9th International Congress on Peer Review and Scientific Publication*, 2022 (Abstract).

Steven Jecmen, Hanrui Zhang, Ryan Liu, Fei Fang, Vincent Conitzer, and Nihar B. Shah. Near-Optimal Reviewer Splitting in Two-Phase Paper Reviewing and Conference Experiment Design. In *The 10th AAAI Conference on Human Computation and Crowdsourcing (HCOMP)*, 2022 (**Best Paper Honorable Mention**). Also in *The 21st International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, 2022 (Extended Abstract).

Steven Jecmen, Hanrui Zhang, Ryan Liu, Nihar B. Shah, Vincent Conitzer, and Fei Fang. Mitigating Manipulation in Peer Review via Randomized Reviewer Assignments. In *The 34th Conference on Neural Information Processing Systems (NeurIPS)*, 2020. Also in *Incentives in Machine Learning Workshop at ICML*, 2020; *Games, Agents, and Incentives Workshop at AAMAS*, 2021; *International Workshop on Computational Social Choice*, 2021. **Implemented at OpenReview.net; deployed for paper assignments in various venues, including AAAI 2022, AAAI 2023, and KDD 2023.**

Steven Jecmen, Arunesh Sinha, Zun Li, and Long Tran-Thanh. Bounding Regret in Empirical Games. In *The 34th AAAI Conference on Artificial Intelligence (AAAI)*, 2020. Also in *Exploration in Reinforcement Learning Workshop at ICML*, 2018.

Awards and Honors	HCOMP 2022 Conference , Best Paper Honorable Mention	2022
	ML Evaluation Standards Workshop at ICML 2022 , Outstanding Paper Award	2022
	National Science Foundation , Graduate Research Fellowship Honorable Mention	2021
	University of Michigan , Distinguished Academic Achievement Award	2019

	University of Michigan , Henry Ford II Prize Nominee	2018
Professional Service	AAAI 2022 Conference on Artificial Intelligence , <i>Workflow Chair</i> Designed the reviewer assignment procedure to provide high-quality assignments for more than 9000 papers while carefully mitigating potential malicious behavior by reviewers.	2021 - 2022
	GameSec 2022 Conference , <i>Workflow Chair</i>	2022
	NeurIPS 2023 Conference , <i>Reviewer</i>	2023
	KDD 2023 Conference , <i>Reviewer</i>	2023
	Games, Agents, and Incentives Workshop at AAMAS , <i>Reviewer</i>	2021, 2022, 2023
	ML Evaluation Standards Workshop at ICML , <i>Reviewer</i>	2022
	Carnegie Mellon MSCS Admissions Committee , <i>Member</i>	2020
Teaching Experience	Carnegie Mellon University , <i>Teaching Assistant</i> Advanced Topics in Machine Learning and Game Theory (17-759) Graduate Artificial Intelligence (15-780)	Fall 2022 Spring 2022
	University of Michigan , <i>Teaching Assistant</i> Introduction to Operations Systems (EECS 482)	Fall 2018, Winter 2019
Relevant Coursework	Carnegie Mellon University Statistical Methods in Machine Learning (36-708) Intermediate Statistics (36-705) Convex Optimization (10-725) Graduate Artificial Intelligence (15-780)	
	University of Michigan Object-Oriented and Advanced Programming (EECS 381) Introduction to Machine Learning (EECS 445) Design and Analysis of Algorithms (EECS 586)	
Skills	<i>Technical skills:</i> Python, NumPy/SciPy, Pandas, Gurobi, C/C++, Java, Git, LaTeX <i>Research areas:</i> Game theory, optimization, statistics, causal inference, machine learning	