

Xiaomin Li

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EDUCATION

2015-Present Ph.D. Candidate, California Institute of Technology, Pasadena, CA

Major in Behavioral Social Neuroscience,
advised by Colin Camerer

Minor in Computational science

2013-2015 M.A. in Economics, New York University, New York, NY

2009-2013 B.S. in Finance, Shanghai University of Finance and Economics, Shanghai, China

WORKING PAPER

- **Xiaomin Li and Colin Camerer.** *Using visual salience in empirical game theory.* Revise and Resubmit at Quarterly Journal of Economics, Caltech, 2019
https://papers.ssrn.com/sol3/papers.cfm?abstract_id=3308886
- Xiaomin Li, *Modeling Choice-process Data on Strategic Games – an application of hidden markov model (HMM)*, Caltech, 2020
- **Xiaomin Li and Brandenburger, Adam.** . “Thinking about thinking and its cognitive limits”. Unpublished paper, New York Universtiy, 2015

ONGOING PROJECT

- Cognitive functions in strategic reasoning using a simplified poker game, an EEG study, with Virginia Fedrigo, Daw-An Wu and Colin Camerer, ongoing (Main project)
- Modeling behavior of non-human primates in an iterative game, with Wei Song Ong, Seth Madlon-Kay Colin Camerer and Michael Platt, poster at SFN in 2017 (Side project)

TEACHING EXPERIENCES

- *Teaching assistant for Undergraduate game theory PS172 for three quarters, instructor: Omer Tamuz*
- *Teaching assistant for Undergraduate cognitive neuroscience Psy13 for two quarters, instructor: Dean Mobbs*
- *Teaching assistant for Undergraduate economics theory Ec11 for one quarter, instructor: Charlies Plott*

TALKS AND CONFERENCES

- *Presented A simplified poker game - an experimental study at LMU, Los Angeles, 2019*
- *Presented visual saliency in empirical game theory in whitebox workshop at Yale, New Heaven, 2019*
- *Presented visual saliency in empirical game theory in choice-process workshop at Antigua, Guatemala, 2018*
- *Poster of modeling behavior of non-human primates in an iterative game in Society of Neuroscience (SFN) at Washington D.C., 2017*
- *Poster of visual saliency in empirical game theory in Society of Neuroeconomics (SNE) at Toronto, CA, 2017*

INTERESTS AND SKILLS

Computer Skills: MATLAB, Python, R, PHP, SQL

Some relevant courses: Machine Learning, Neural Computation, Advanced Economic Theory, Stochastic Process, Econometrics

