

Shaul Rosner

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Higher Education

Tel Aviv University <i>Postdoc, Computer Science</i>	2024 – 2025
Reichman University <i>Studies for Ph.D, computer science, direct track.</i>	2021 – 2024
Reichman University <i>Studies for master's degree in computer science.</i>	2018 - 2021 GPA: 95
Tel Aviv University <i>BSc in mathematics with a focus on computer science.</i>	2013 - 2017 GPA: 87

Academic Publications

1. Nash Flows Over Time with Tolls - Accepted to the 21st Conference on Web and Internet Economics (WINE), December 2025 - joint work with Marc Schröder and Laura Vargas Koch
2. Throughput Maximization in a Scheduling Environment with Machine-Dependent Due-dates - Accepted to Symposium on Algorithmic Approaches for Transportation Modeling, Optimization and Systems (ATMOS), September 2025 - joint work with Tami Tamir
3. Bipartite Matching with Pair-Dependent Bounds - Submitted - joint work with Tami Tamir
4. Models of Congestion with Non-Standard Utilities - Ph.D Thesis
5. Cost-Sharing Games with rank-based utilities - Theoretical Computer Science (volume 1039) - joint work with Tami Tamir
6. Entrepreneurship Facility Activation Games - The 16th International Symposium on Algorithmic Game Theory (SAGT), September 2023 - joint work with Tami Tamir
7. Scheduling games with rank-based utilities – Games and Economic Behavior (volume 140)- joint work with Tami Tamir
8. Cost-Sharing Games with rank-based utilities - The 15th International Symposium on Algorithmic Game Theory (SAGT), September 2022 - joint work with Tami Tamir
9. Race Congestion Games - 32nd Stony Brook International Conference on Game Theory - Poster Session - June 2021
10. Race Scheduling Games - The 13th International Symposium on Algorithmic Game Theory (SAGT), September 2020 - joint work with Tami Tamir

Public Professional Activities

SAGT - PC member	2025
WINE - PC member	2025

Professional Experience

Visiting PhD Student	September 2023 - October 2023 <i>Maastricht University</i>
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Hosted by Marc Schröder.

CS Preparatory Workshop Lecturer

2023

Reichman University

Summer Intern

July 2023 - September 2023

IBM Research

I analyzed the landscape of cloud computing from a game theory perspective, with a focus on the impact of software improving ease of use of multiple cloud services (multicloud).

Logic and Set Theory TA

2022-2024

Reichman University

Algorithms TA

2021-2023

Reichman University

Audio Researcher

2019-2021

My job was to plan, train, implement, and monitor algorithms for analysis of audio. This included everything from researching solutions, modifying them to suit the data, implementing them as part of a software pipeline, and working with users to find issues.

Software Developer

2017-2019

My job was to develop and maintain software used by signal processing researchers. As part of my role I also implemented, optimized, and wrote algorithms for various purposes.

Calculus 1+2 tutor

2015-2017

"The Sharpener" Program

Tel Aviv University

Awards & Honors

Teaching Excellence Award

Reichman University

2022

Competitive Programming - 40th place

SWERC

2021

Technical Skills

Programming Languages: Python, C#, Java, C, C++, JavaScript (Node.js, Angular, React), MATLAB

Machine Learning / Data Processing: PyTorch, Kaldi, scikit-learn, pandas

Databases / Infrastructure: SQL, Elasticsearch, Kafka, Docker, Flask