

# Giorgio Martini

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US and Italian citizen

## Education

Stanford Graduate School of Business **Economics** PhD 2019 (expected)

Coursework: matching and market design, auction theory, econometrics and causal inference

Research assistant for Andy Skrzypacz: built and analyzed simulations of congestion and pricing equilibrium of ride-sharing markets in MATLAB

Designed and taught math crash course for incoming quantitative PhD students (2015, 2016, 2017)

Collegio Carlo Alberto **Economics** Diploma 2011, MA 2014, *with distinction*

Coursework: microeconomics, decision theory, game theory, statistics

Università di Torino, Italy **Mathematics** BA 2011, MA 2014, *summa cum laude*

Coursework: real and functional analysis, probability, stochastic processes

## Research

The Simple Economics of Optimal Persuasion (with Piotr Dworzak)

*Journal of Political Economy*, forthcoming

State-of-the-art toolkit for solving complex information design problems using linear programming and duality. Multiple papers by other researchers build on our results.

Quadratic Games (with Nicolas S. Lambert and Michael Ostrovsky)

Highly general yet tractable model of games under Bayesian uncertainty. Applications include oligopolistic competition and games on networks.

Strategy-proof and Fair Assignment is Wasteful

*Games and Economic Behavior*, July 2016

Wrote programs in Python and C to search the space of assignment mechanisms. Lead to an impossibility theorem that strengthens a seminal result in market design.

## Skills

Proficient in Python (numpy, pandas, matplotlib, scikit-learn, statsmodels), SQL,  $\LaTeX$

Past experience in C, MATLAB, PHP, HTML, CSS

## Other

Referee for: Decisions in Economics and Finance, Econometrica

Teaching: Math Olympiads trainer (2008-2012), Statistics and Probability for honors HS students (2012)

Languages: English (native), Italian (native), French (intermediate)