

Nathan Thomasset

Curriculum Vitae

Education

- 2019–present **PhD thesis**, *École normale supérieure de Paris-Saclay, Université Paris-Saclay, LMF: Laboratoire méthodes formelles, CNRS, Gif-sur-Yvette, France.*
Topic: Uniformisation of winning strategies in infinite games.
- 2016–2018 **Master's Degree in Computer Science: MPRI (Parisian Master of Research in Computer Science)**, *École normale supérieure de Paris-Saclay, Cachan, France.*
Notable subjects: Verification, Automata theory, Game theory, Complexity theory, Probabilities in Computer Science.
- 2015–2016 **Bachelor's Degree in Computer Science**, *École normale supérieure de Rennes, Rennes, France.*
Notable subjects: Algorithmics, Logic, Complexity theory, Programming.

Experience

- October **Internship**, *Université de Mons, Mons, Belgique.*
- 2018-July **Subgame-perfect equilibria in quantitative games played on graphs.**
- 2019
- March- **Internship**, *LSV: Laboratoire Spécification et Vérification, Cachan, France.*
- August **Communication graphs and Nash equilibria in concurrent games played on graphs.**
- 2018
- March- **Internship**, *University of Oxford - Department of Computer Science, Oxford, United Kingdom.*
- August **Correlated equilibrium in turn-based stochastic games played on graphs.**
- 2017
- May-July **Internship**, *Inria, Bordeaux, France.*
- 2016 **Graph drawing and High-Performance Computing.**

Publications

P. Bouyer and N. Thomasset. Nash equilibria in games over graphs equipped with a communication mechanism. In *44th International Symposium on Mathematical Foundations of Computer Science (MFCS 2019)*, 44th International Symposium on Mathematical Foundations of Computer Science (MFCS'19), Aachen, Germany, Aug. 2019.

T. Brihaye, V. Bruyere, A. Goeminne, and N. Thomasset. On relevant equilibria in reachability games. In *Reachability Problems: 13th International Conference, RP 2019, Brussels, Belgium, September 11-13, 2019, Proceedings*, volume 11674, page 48. Springer Nature, 2019.