

The first player can force a win by placing their first circle (any size) in the centre of the square. On each subsequent move, mirror (rather, rotate) your opponent's moves. Any time your opponent places a circle, rotate it 180 degrees about the centre and place an identically sized circle there. Since their circle had room to be placed, yours will as well.

Assuming you do this with high enough accuracy, every time your opponent is able to place a circle, you are guaranteed to have a corresponding legal move 180 degrees away.

Necessarily, they will run out of moves before you do (although this might be 1500+ moves later).

Reflections don't work just because they could place a circle on your line of reflection. By placing your first circle right on the point of rotation, this eliminates that issue.

So Mrs. Wuf wins with optimal play.