SPENCER ELKINGTON

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EDUCATION

University of Utah   *May 2022*
B.S. Quantitative Analysis of Markets & Organizations
Minor Computer Science

Key Skills: Game Dev, Data Analytics, Software Dev, Data Visualization, Econometrics, Statistics
Software: Jupyter, Databricks, Tableau, Roblox Studio, Linux, AWS, Apache Spark, Snowflake
Languages: Python, TypeScript, Lua, SQL, JavaScript, C#, C++

EXPERIENCE

Data Analyst | Data Science & Engineering, *M Science, Jefferies Bank*   *June 2021 - Present*
- Develop fast & scalable **Databricks**/**PySpark** economic data categorization pipelines
- Build & present **Tableau** dashboards for pipeline performance analytics & business cost insights
- Investigate & implement **AWS**/**Spark** optimizations to boost task efficiencies by as much as 90%

Quantitative Research Intern, *Wasatch Global Investors*   *Jan 2020 - May 2021*
- Designed statistical allocation models to market and boost performance of investment portfolios
- Created experiments in **Python** to adapt network and spectrum analyses to financial forecasting
- Developed a **Python**/**SQL** data pipeline to ease and automate collection of financial data

Dev Ops Research Intern, *Utah Center for High-Performance Computing*   *Mar 2019 - Feb 2020*
- Built a **Kubernetes**/**Docker** platform to simplify deployment of science apps on distributed systems
- Researched the use of **Foreman** build/deploy systems to remotely structure new server cluster pools

Center Director, *Mathnasium of Utah*   *Apr 2018 - Nov 2018*

Programming Instructor, *University of Utah*   *May 2018 - July 2018*

PROJECTS

PointyPal: A Better Online Campus   *2020*
- Built a class management app to provide students a better online experience through COVID-19
- Created and moderated a virtual campus for 600+ students to test application prior to opening source
- Conducted A/B testing to polish user experiences, resulting in peak growth rates of 100 users/mo

Beethoven, *2nd Place out of 30 teams*   *HackTheU 2019*
- Designed a closed captioning and audio transcription service for deaf and hard-of-hearing students
- Built a peer-to-peer text & audio streaming **TypeScript** app using **Node.js & React**

Robloxaville   *2018*
- Remastered a popular **Lua** game on the ROBLOX platform, supporting both PC & mobile gameplay
- Engineered project to patch security flaws and emphasize project maintainability and scalability
- Managed series of contract work jobs to create similar design features for varied development projects

Genomic Data Science Tutoring, *University of Utah*   *2017*
- Organized & lead a free **Python** tutoring group for a graduate genetic anthropology course
- Utilized stochastic learning frameworks to help students understand large genetic systems & data

References available by request
Full Resumé Source