SPENCER ELKINGTON

spelkington@gmail.com ◇ spelkington.github.io
Salt Lake City, UT ◇ (775) 388-7033

EDUCATION

University of Utah *May 2022*

B.S. Quantitative Analysis of Markets & Organizations
Minor Computer Science

Key Skills: Machine Learning, Economics, Strategic Consulting, Data Science, Algorithms, Statistics

Software: Jupyter, Linux, Tableau, Databricks, Apache Spark, Snowflake, AWS, Pivotal, Jira

Languages: Python (preferred), Lua, TypeScript, SQL, JavaScript, C#, C++

EXPERIENCE

Data Analyst | Data Science & Engineering Team, *M Science* *June 2021 - Present*

- Developed and tested **Databricks/PySpark** data categorization pipelines and processes
- Designed **Tableau** dashboards for pipeline performance profiling & cost optimization insights
- Researched optimal **AWS** cluster configurations for diverse compute pipeline tasks & functions

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

DevOps Research Intern, *Utah Center for High-Performance Computing* *Mar 2019 - Feb 2020*

- Built a **Kubernetes/Docker** platform to simplify deployment of science apps on cloud edge systems
- Researched the use of **Foreman** provisioning software to remotely structure new server clusters

PROJECTS

PointyPal: A Better Online Campus *2020 - 2021*

- Built a class management application to provide students a better online experience during COVID-19
- Created and moderated a virtual campus for 500+ 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 *2017 - 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

ORGANIZATIONS

VP of Education → President, *Utah Chapter of Triangle Engineering* *2019 - 2021*

- Reconstituted chapter and passed down a 3-year plan to ensure future organizational stability
- Overhauled chapter functions to accommodate a fully-online environment during the 2020-2021 terms
- Redesigned governing organization to provide a better environment for chapter growth & self-governance

Genomomic Data Science Tutoring, *University of Utah* *2017*

- Organized & lead a free **Python** tutoring group for a graduate genetic anthropology course
- Utilized stochastic learning algorithms to track genetic drift in time-series genetic data sets

References available by request
Full Resumé Source