SPENCER ELKINGTON

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EDUCATION

University of Utah *May 2022*

B.S. Quantitative Analysis of Markets & Organizations - emph. Business Economics & Analytics
Minor Computer Science

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

Software: Jupyter, AWS, Pivotal API, DataBricks, Apache Spark, Snowflake, Tableau, Linux

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

EXPERIENCE

Data Analyst, *M Science* *June 2021 - Present*

- Developed and tested **Databricks** prototypes for data categorization pipelines and processes
- Implemented production data pipelines to streamline categorization work and reduce compute costs
- Designed **Tableau** dashboard insights for workflows, data processes, and compute & storage costs

Quantitative Research Intern, *Wasatch Global Investors* *Jan 2020 - May 2021*

- 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

SLATE Dev Intern, *Utah Center for High-Performance Computing* *Mar 2019 - Feb 2020*

- Built a **Kubernetes/Docker** platform to simplify deploy of science apps on cloud edge systems
- Constructed project documentation site in **React.js** to polish appearance for NSF grant proposals

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

- Directed the strategy and operations of a K-12 math tutoring center with 80 enrolled students
- Led a team a dozen skilled math instructors in refining teaching and center presentation practices

PROJECTS

PointyPal: A Better Online Campus

- Built a class management application to provide students a better online experience during COVID-19
- Created and moderated a virtual campus for 450+ 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

- 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

LED Music Visualizer

- Created a **C++** and **Python** system for real-time music data analysis and visualizations
- Designed a **Python** music visualization tool for prototyping analysis & visualization algorithms

Live Resume CI Pipeline

- Implemented a continuous integration pipeline to host dynamic copies of resumes via GitHub Pages
- Documented and taught project implementation to undergraduate engineering mentees

References available by request
Full Resume Source