SPENCER ELKINGTON

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Salt Lake City, UT

EDUCATION

University of Utah *August 2022*
Bachelor of Science | Quantitative Analysis of Markets & Organizations
Minor | Computer Science

Key Skills: Data Analytics | Data Storytelling | Technical Presentation | Software Dev | Project Design
Software: Jupyter | Databricks | Tableau | Apache Spark | AWS | Pivotal/Jira | LucidChart
Languages: Python | TypeScript | SQL | STATA | LaTeX | Scala | C# | Lua | Bash/Shell

EXPERIENCE

Senior Data Analyst | *M Science: Sundial Transact* *June 2021 - Present*
- Develop fast & scalable **Python**/**Spark** ETL pipelines for petabyte-scale economic data sources
- Investigate & implement **AWS** and **Spark** optimizations to reduce ETL job costs by as much as 90%
- Plan & construct unified data infrastructure to streamline & support financial modelling operations
- Create infrastructure profiling frameworks to assess compute cost inefficiency & design solutions
- Wr training material to refine analyst skills in pipeline development & technical stack

Quant Research Intern | *Wasatch Global Investors | $31B AUM* *Jan. 2020 - May 2021*
- Researched portfolio allocation models to fine-tune allocation strategy across varied investment styles
- Developed **Python**/**SQL** pipeline infrastructure to ease and automate financial data analytics
- Designed **Tableau** dashboards to monitor portfolio health & risk throughout pandemic markets

Network Research Intern | *Utah Center for High-Performance Computing* *Mar. 2019 - Jan. 2020*
- Built a **Kubernetes**/**Docker** platform to simplify large-scale distributed scientific app deployments
- Constructed & wrote project documentation site in **React.js** to polish appearance for NSF grants
- Researched the use of **Foreman** build/deploy systems to remotely structure new server cluster pools

INDEPENDENT PROJECTS

Independent Game Development | *ROBLOX* *May 2018 - Present*
- Balanced freelance, contract & hobby **Lua**/**TypeScript** game development & game data analytics
- Remastered & fully refactored a popular legacy lifestyle/sim game with 8 million unique plays
- Created a custom **Google Cloud** gameplay analytics pipeline to monitor KPIs & explore play trends

PointyPal: A Better Online Campus *Aug. 2020 - Dec. 2021*
- 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

Beethoven | *2nd Place out of 30 teams* *HackTheU | Aug 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** application stack using **Node.js & React**

LEADERSHIP

VP of Education → President | *Utah Chapter of Triangle Engineering* *Aug 2019 - May 2021*
- Created online infrastructure to balance member needs and community safety during COVID-19
- Designed a peer-teaching curriculum to lead members to develop members'

Genomic Data Science Tutoring | *University of Utah* *Aug. 2018 - Dec. 2018*
- Organized & lead a free **Python** tutoring group for a graduate genetic anthropology course
- Utilized stochastic learning frameworks to refine students' knowledge of genetic systems & data analysis