SPENCER ELKINGTON

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Salt Lake City, UT

EDUCATION

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

Key Skills: Data Analytics | Data Storytelling | Tech. Presentation | Software Dev | CI/CD
Software: Apache Spark | AWS | Databricks | Tableau | Apache Airflow | Linux | Docker
Languages: Python | TypeScript | Lua | SQL | C# | Bash/Shell | LaTeX | Scala

EXPERIENCE

Data Engineer | *M Science*   *June 2022 - Present*
- Plan & construct unified DataOps infrastructure to streamline financial research operations
- Investigate & implement **AWS** and **Spark** optimizations to reduce ETL job costs by as much as 90%
- Create infrastructure profiling frameworks to assess **AWS** compute cost inefficiency & design solutions
- Construct **AWS CI/CD** DevOps pipelines for end-to-end **Python**/**Spark** ETL dev lifecycles
- Recruit & train new Analysts, Engineers & Project Managers to grow site team by 50%

Senior Data Analyst | *M Science*   *June 2021 - May 2022*
- Develop fast & scalable **Python**/**Spark** ETL pipelines for large-scale economic data sources
- Build & present **Tableau** dashboards for pipeline performance analytics & business cost insights
- Fine-tune parameters for mission-critical economic data categorization pipelines

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 automate and backtest financial data analyses
- Designed **Tableau** dashboards to monitor portfolio health & risk throughout pandemic markets

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 | *HackTheU Hackathon* | *2nd Place out of 30 teams*   *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