

SPENCER ELKINGTON

spelkington@gmail.com ◇ linkedin.com/in/spelkington ◇ spelkington.github.io

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](#) | [Tech. Presentation](#) | [Software Dev](#) | CI/CD

Software: Apache Spark | AWS | Databricks | Tableau | Apache Airflow | Linux | Docker

Languages: [Python](#) | [TypeScript](#) | SQL | C# | Lua | Bash/Shell | LaTeX | Scala

EXPERIENCE

[Data Engineer](#) | *M Science*

June 2021 - Present

- Plan & construct unified data infrastructure to streamline & support financial modelling operations
- Construct **AWS CI/CD** DataOps pipelines for end-to-end **Python/Spark** ETL process lifecycles
- Investigate & implement **AWS** and **Spark** optimizations to reduce ETL job costs by as much as 90%
- Create infrastructure profiling frameworks to assess compute cost inefficiency & design solutions
- Scout & train new Analysts, Engineers & Project Managers to grow site team by 50%

[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

[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

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