SPENCER ELKINGTON

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EDUCATION

University of Utah *May 2022*
B.S. Quantitative Analysis of Markets & Organizations
Minor Computer Science

Key Skills: Data Structures & Algorithms, Data Analytics, Software Dev, Strategic Consulting, Statistics
Software: Databricks, AWS, Apache Spark, Apache Airflow, Snowflake, Tableau, Linux
Languages: Python, TypeScript, Lua, SQL, JavaScript, C#, C++

EXPERIENCE

Data Engineer, *M Science ◇ Jefferies Bank* *June 2021 - Present*
- Develop fast & scalable **Databricks**/**PySpark** ETL pipelines for petabyte-scale economic data
- Design cluster profiling frameworks to assess compute inefficiency & propose infrastructure solutions
- Investigate & implement **AWS**/**Spark** optimizations to boost ETL task efficiency by as much as 90%
- Build & present **Tableau** dashboards for pipeline performance analytics & business cost insights

Quantitative Data Analyst Intern, *Wasatch Global Investors* *Jan 2020 - May 2021*
- Developed a **Python**/**SQL** data pipeline to ease and automate collection of financial data
- Designed statistics allocation models to market and boost performance of investment portfolios
- Created experiments in **Python** to adapt network and spectrum analyses to financial forecasting

Dev Ops Research Intern, *Utah Center for High-Performance Computing* *Mar 2019 - Feb 2020*
- Built a **Kubernetes**/**Docker** platform to simplify deployment of science apps on distributed systems
- Constructed & wrote project documentation site in **React.js** to polish appearance for NSF grants

INDEPENDENT PROJECTS

PointyPal: A Better Online Campus *2020*
- 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
- 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 *2018*
- Remastered a popular **Lua** game on the ROBLOX platform, supporting both PC & mobile gameplay
- Engineered project to patch security vulnerabilities and emphasize project maintenance and scalability

LEADERSHIP

VP of Education → President, *Utah Chapter of Triangle Engineering* *2019 - 2021*
- Created online infrastructure to balance member needs and community safety during COVID-19
- Redesigned governing organization to provide a better environment for org growth & self-governance

Genomic Data Science Tutoring, *University of Utah* *2017*
- Organized & lead a free **Python** tutoring group for a graduate genetic anthropology course
- Utilized stochastic learning frameworks to help students understand large genetic systems & data

References available by request
Full Resumé Source