

# SPENCER ELKINGTON

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## EDUCATION

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University of Utah

May 2022

*B.S. Quantitative Analysis of Markets & Organizations*

*Minor Computer Science*

**Key Skills:** [Machine Learning](#), [Economics](#), [Strategic Consulting](#), Data Science, Algorithms, Statistics

**Software:** [Jupyter](#), [Databricks](#), Linux, Tableau, Apache Spark, Snowflake, AWS, Pivotal, Jira

**Languages:** [Python](#) (preferred), [Lua](#), [TypeScript](#), SQL, JavaScript, C#, C++

## EXPERIENCE

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**Data Analyst | Data Science & Engineering Team**, *M Science*

June 2021 - Present

- Developed and tested **Databricks/PySpark** data categorization pipelines and processes
- Designed **Tableau** dashboards for pipeline performance profiling & cost optimization insights
- Researched optimal **AWS** cluster configurations for diverse compute pipeline tasks & functions

**Quantitative Research Intern**, *Wasatch Global Investors*

Jan 2020 - May 2021

- Designed statistical allocation models to market and boost performance of investment portfolios
- 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

**DevOps Research Intern**, *Utah Center for High-Performance Computing*

Mar 2019 - Feb 2020

- Built a **Kubernetes/Docker** platform to simplify deployment of science apps on cloud edge systems
- Researched the use of **Foreman** provisioning software to remotely structure new server clusters

## PROJECTS

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**PointyPal: A Better Online Campus**

2020 - 2021

- Built a class management application to provide students a better online experience during COVID-19
- Created and moderated a virtual campus for 500+ 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**

2017 - 2018

- 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

## ORGANIZATIONS

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**VP of Education → President**, *Utah Chapter of Triangle Engineering*

2019 - 2021

- Reconstituted chapter and passed down a 3-year plan to ensure future organizational stability
- Overhauled chapter functions to accommodate a fully-online environment during the 2020-2021 terms
- Redesigned governing organization to provide a better environment for chapter 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 algorithms to track genetic drift in time-series genetic data sets

*References available by request*

*Full Resumé Source*