

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](#) | [Technical Presentation](#) | [Software Dev](#) | Project Design

Software: [Jupyter](#) | Databricks | Tableau | Apache Spark | AWS | Pivotal/Jira | LucidChart

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

EXPERIENCE

Senior Data Analyst | *M Science: Sundial Transact*

June 2021 - Present

- Develop fast & scalable **PySpark** 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 inefficiency & design solutions
- Design 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

Center Director | *Mathnasium*

Apr 2018 - Nov 2018

- Directed the strategy and operations of an all-ages math tutoring center with 80+ enrolled students
- Led a team of a 12+ math instructors & worked to develop instructors' presentation & teaching skills
- Analyzed student assessment and progression data to curate & teach individualized learning plans

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