SPENCER ELKINGTON

Email ◇ LinkedIn ◇ GitHub ◇ Portfolio
Salt Lake City, UT

EDUCATION

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

Key Skills: Software Dev | Game Dev | Economics | Data | DevOps | Visualizations | Presentations
Software: Apache Spark | GitHub CI/CD | Databricks | EC2 | Snowflake | Tableau
Languages: Python | TypeScript | Lua | C++ | LaTeX | SQL | C# | Bash/Shell

EXPERIENCE

Software Engineer, DataOps | *M Science* *June 2022 - Present*
- Construct optimized and durable ETL processes for high-demand video game industry analysis
- Lead implementation of **Spark/AWS EC2** cloud compute optimizations to make company profitable
- Plan & construct unified DataOps infrastructure libraries to streamline financial research operations
- Build & present **Tableau** dashboards for pipeline performance analytics & business cost insights

Senior Data Analyst | *M Science* *June 2021 - May 2022*
- Developed fast & scalable **Python/Spark** ETL pipelines for petabyte-scale economic data sources
- Architected internal software library for accurate & efficient analysis modules used across all research
- Built & presented **Tableau** dashboards for pipeline performance analytics & business cost insights
- Fine-tuned 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

Networking Research Intern | *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
- Researched the use of **Foreman** build/deploy systems to remotely structure new server cluster pools

PROJECTS

Using Spark Structured Streaming to Scale Your Analytics | *Databricks Engineering* *June 2022*
- Guest-authored engineering blog post about streaming-based ETL process cost optimizations
- Created informative doodles for maximum information delivery in a minimally professional form factor

Independent Game Development | *ROBLOX* *May 2018 - June 2022*
- 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 **Google Cloud** integration for the Studio Game Engine to aggregate & analyze play metrics

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 and opened source for use at 4 universities

Beethoven | *HackTheU 2019, 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**