SPENCER ELKINGTON

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EDUCATION

University of Utah *August 2022*

Bachelors of Science | Quantitative Analysis of Markets & Organizations
Minor | Computer Science

Key Skills: Data Analytics | Data Visualization | Software Development | Data Structures | Algorithms

Software: Databricks | Kubernetes | Docker | Tableau | Apache Spark | Snowflake | AWS | Linux

Languages: Python | TypeScript | SQL | Java | Bash/Shell | Lua | C#

EXPERIENCE

Senior Data Analyst, *M Science ◇ Jefferies Bank* *June 2021 - Present*

- Develop fast & scalable **PySpark** ETL pipelines for petabyte-scale economic data
- Investigate & implement **AWS** and **Spark** optimizations to reduce ETL job costs by as much as 90%
- Design cluster profiling frameworks to assess compute inefficiency & propose infrastructure solutions
- Build & present **Tableau** dashboards for pipeline performance analytics & business cost insights

Quantitative Research Intern, *Wasatch Global Investors* *Jan 2020 - May 2021*

- Researched portfolio allocation models to fine-tune performance of multi-billion dollar portfolios
- Developed **Python/SQL** pipelines to ease and automate collection & aggregation of financial data
- Created experiments in **Python** to adapt network and spectrum analyses to detect asset alpha signals

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

PointyPal: A Better Online Campus *2020-2021*

- 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
- 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 with 8M+ unique plays on the ROBLOX gaming CDN platform
- 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