

# SPENCER ELKINGTON

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Salt Lake City, UT

## EDUCATION

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### 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

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### [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** optimizations to bring company compute to profitability
- Plan & construct unified DataOps infrastructure libraries to streamline financial research operations
- Construct DataOps **CI/CD** pipelines for end-to-end **Python/SQL** ETL dev lifecycles

### [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

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### [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**