

SPENCER ELKINGTON

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EDUCATION

University of Utah

May 2022

B.S. Quantitative Analysis of Markets & Organizations

Minor Computer Science

Key Skills: [Machine Learning](#), [Economics](#), [Org. Analysis](#), Data Science, Algorithms, Statistics

Software: [Jupyter](#), AWS, DataBricks, Apache Spark, Snowflake, Tableau, Linux, LucidChart

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

EXPERIENCE

Data Analyst, M Science

June 2021 - Present

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
- Designed visualizations and dashboards in **Tableau** to tell intuitive stories with data

SLATE Dev Intern, Utah Center for High-Performance Computing

Mar 2019 - Feb 2020

- Built a **Kubernetes/Docker** platform to simplify deploy of science apps on cloud edge systems
- Constructed project documentation site in **React.js** and monitored site and project metrics
- Researched the use of **Foreman** provisioning software to remotely structure new server clusters

Center Director, Mathnasium of Utah

Apr 2018 - Nov 2018

- Directed the strategy and operations of a K-12 math tutoring center with 80 enrolled students
- Led a team a dozen skilled math instructors in refining teaching and center presentation practices

PROJECTS

[PointyPal: A Better Online Campus](#)

- Built a class management application to provide students a better online experience during COVID-19
- Created and moderated a virtual campus for 450+ 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**

[Robloxville](#)

- 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

[LED Music Visualizer](#)

- Created a **C++** and **Python** system for real-time music data analysis and visualizations
- Designed a **Python** music visualization tool for prototyping analysis & visualization algorithms

[Live Resume CI Pipeline](#)

- Implemented a continuous integration pipeline to host dynamic copies of resumes via GitHub Pages
- Documented and taught project implementation to undergraduate engineering mentees

References available by request

[Full Resume Source](#)