

Erik Ely

erike@uchicago.edu

<https://wafflemoff.github.io/> • <https://www.linkedin.com/in/erik-ely-38bb86204/>

EDUCATION

THE UNIVERSITY OF CHICAGO

Chicago, IL

Bachelor of Arts in Economics and Computer Science

Expected June 2026

- GPA 3.82/4.00
- Relevant Coursework: Mathematical Methods of Economic Analysis, Elements of Economic Analysis, Financial Accounting, Systems Programming, and Programming Languages
- Financial Markets Program: A selective, three-year program focused on building quantitative finance acumen through weekly workshops and coursework at the Chicago Booth School of Business

CHOATE ROSEMARY HALL

Wallingford, CT

Diploma

May 2022

EXPERIENCE

GOTCHU

Chicago, IL

Software Developer

June 2024 - August 2024

- Built mobile food delivery application for the military using React Native and Javascript
- Worked on frontend and backend, created administrative tools, and developed database using Freestyle

FINALYZE CAPITAL

Chicago, IL

Summer Extern

June 2024 - August 2024

- Analyzed time series data and used machine learning to create financial models, found statistically significant indicators and created trading algorithms, refined strategies to reduce risk and maximize return
- Conducted rigorous backtesting and pitched strategies to fund manager

BASTILLE VENTURES

Chicago, IL

Summer Intern

June 2023 - September 2023

- Evaluated potential investments for venture capital firm by researching and analyzing the telecommunications and retail sectors including over 15 companies in those industries
- Performed limited partnership due diligence including Know Your Customer (KYC) data, conducted analysis of venture capital industry to support company fundraising, and created a fundraising presentation
- Researched the role and status of Russian and Chinese firms in the portfolios of venture capital and private equity companies including investment size, industry focus, and style of investing

LEADERSHIP/ACTIVITIES

GAME DEVELOPMENT

Chicago, IL

Video Game Developer

December 2022 - Present

- Created three arcade style video games using Unity and C#, developed and implemented models for game progression in order to tailor player experience, designed various sprites and animations, see for yourself [here](#)
- Lead a game development committee in a professional technical fraternity, teach game development to two other students and help them create their own personal projects, click [here](#) to play one of my games

DERIVATIVES GROUP: QUANT TRADING

Chicago, IL

Associate

September 2023 - Present

- Discuss quantitative finance concepts and current financial events at weekly meetings, learn about algorithmic trading and use Python and Pandas to implement and backtest potential trading strategies.
- Led a team to earn the greatest PNL at the UChicago Trading Competition live simulation

SKILLS AND INTERESTS

Language: Proficient in French, conversant in Chinese

Computer: Proficient in Microsoft Office, Python, C, R, Javascript, knowledgeable in HTML and Tableau

Interests: Fencing, Basketball, Entrepreneurship, Painting, Chess, Theater, Magic the Gathering