Zane Dufour

MOBILE
+1 (310) 600-8638

EMAIL
zane@znd4.me

I intend to pursue software engineering positions.

EXPERIENCE

Ford Motor Company
Software Lead
Dearborn, MI
February 2020 - Present

As the technical lead of the modeling-as-a-service product team within Ford's Mach1ML platform organization, drove adoption of modern python development tools (poetry+pipenv, black, pre-commit, tox, etc.). Advocated the replacement of flask with fastapi for REST API development – contributed a fastapi template to Ford's project bootstrapping tool. Implemented faster process for the approval of open-source python packages. Worked with tech leads for other product teams to plan inter-team integrations. Led the development and design of the Mach1ML python SDK.

Ford Motor Company
Analytics Developer
Dearborn, MI
November 2017 - February 2020

Developed likelihood-to-purchase models for tens of millions of individuals. Helped the team adopt Github for version control. Created a python package to streamline the process of accessing pyspark computing resources. Successfully encouraged team to adopt test-driven-development and static code analysis for our python libraries and flask services.

Disney Imagineering
Software Engineering Intern
Glendale, CA
June-September 2017

While working in the Disney Imagineering Media and Art Pipeline group, I developed software used for projection mapping in Disney parks and resorts. I built a continuous integration system for multiple interdependent applications which were used for different parts of the projection mapping pipeline.

Intel
Software Engineering Intern
Santa Clara, CA
February-August 2016

During this six month internship at Intel, I developed manufacturing and design tools for the Silicon Photonics group. While on this team, I added an exception-handler and a sqlite logging system. This was the first time I maintained a large code base and learned about writing reusable code.

UC Berkeley
Research Assistant
Computational Geometry
Summer 2015 - Fall 2016

While working as an undergraduate research assistant, I worked on a spectral geometry morpher in C++ and a Houdini tool for generating parameterized geometry.

EDUCATION

UC Berkeley,
May 2017

Double Bachelor's – Applied Math and Physics
GPA 3.4

Relevant Courses

Machine Learning, Spectral Methods in Computational Fluid Dynamics (Graduate), Advanced Linear Algebra, Analytical Mechanics