Zane Dufour

MOBILE

EMAIL

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Ford Motor Company

Software Lead Dearborn, MI February 2020 - Present

Ford Motor Company

Analytics Developer Dearborn, MI November 2017 - February 2020

Disney Imagineering

Software Engineering Intern Glendale, CA June-September 2017

Intel

Software Engineering Intern Santa Clara, CA February-August 2016

UC Berkeley

Research Assistant Computational Geometry Summer 2015 - Fall 2016

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UC Berkeley, May 2017

Machine Learning

Spectral Methods in Computational Fluid Dynamics (Graduate)

Advanced Linear Algebra

Analytical Mechanics

I intend to pursue junior-level software/data engineering positions.

EXPERIENCE

I work on the modeling sub-team for Ford's Machine Learning platform. I work with the project manager and product owner to define developer enablement and feature development work. Streamlined the team's python dependency management process.

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.

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.

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.

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

Double Bachelor's – Applied Math and Physics GPA 3.4

COURSES

Built various machine learning models from scratch in Python w/ NumPy. This included Character Recognition models, SVMs, Neural Networks, Gausian Discriminant Analysis, Decision Trees and Random Forests.

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Used NumPy to find numerical solutions to Poisson and Navier-Stokes Equations. Implemented Runge-Kutta finite step methods, Fast Fourier and Chebyshev transforms.

Diagonalizing Matrices; Isomorphic Vector Spaces; Inner product spaces; change of basis; Singular Value Decompositions

Lagrangian and Hamiltonian Mechanics; Orbital Mechanics; Chaos and Instability; Rigid-Body kinematics