Zane Dufour

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I am a software engineer with an analytics and machine learning background. I'm a huge fan and advocate of python, but I love learning new frameworks and languages. As a tech lead, I've been equally comfortable leading high-level architecture discussions and pairing with junior devs, debugging annoying bugs. If you like reading LaTeX, feel free to check out the source for this resume.

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, I 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 early development and design of the platform's python SDK. Worked hands-on with internal customers to onboard production Machine Learning use-cases.

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

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