# **Zane Dufour**

#### **MOBILE**

+1 (310) 600-8638

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

#### **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** 

## **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. Helping my team embrace python best practices (e.g. pytest fixtures, fstrings, tox, pylint, black, poetry).

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.

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## **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.

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