Vanessa **Tostado**

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Education

Wesleyan University   *Middletown, CT*
BA IN COMPUTER SCIENCE   *September 2015 – May 2019*
GPA: 3.7

Experience

Palo Alto Networks   *Santa Clara, CA*
SOFTWARE ENGINEER   *November 2020 – Present*
- Implemented Python libraries for deployment and configuration of firewall devices reducing the runtime from 3+ hours to 1 hour.
- Designed and built object-oriented libraries to handle hardware recovery, improving reliability by 75%.
- Automated health monitoring and management of resources in Jenkins reducing need for manual intervention from the team
- Documented workflows, applications and product knowledge to effectively train new engineers.

Palo Alto Networks   *Santa Clara, CA*
SOFTWARE DEVELOPER IN TEST - TOOLS AND AUTOMATION   *September 2019 – November 2020*
- Developed and maintained code modules for internal framework which increased automation effort for verification of PanOS software.
- Led a series of workshops for QA developers to learn about Python and automation.
- Organized and facilitated workshops and volunteering opportunities for internal employees as a board member of JUNTOS!, the Latinx employee resource group.

Civic Digital Fellow via Coding it Forward   *Washington, DC*
SOFTWARE DEVELOPER FOR VOTE.GOV   *May 2019 – August 2019*
- Developed and designed a calendar component for federal election deadlines using Figma and JavaScript.
- Debugged and fixed build errors by upgrading software dependencies.
- Fixed translation errors for Spanish content on Vote.gov.

Visa   *Palo Alto, CA*
SOFTWARE ENGINEER INTERN   *June 2018 – August 2018*
- Developed a single-page Progressive Web Applications using Angular framework for an internal client business tool.
- Integrated service worker threads to support dynamic loading for offline experiences via content caching.

Skills

Programming Languages: Python, Java, C#, Bash, HTML, CSS
Tools and Frameworks: SQL, Git, Docker, Pytest, Jenkins, Ansible

Projects

Evo   *Unity, C#*
AN ACTION ADVENTURE GAME THAT TEACHES THE BASICS OF EVOLUTION. EVO USES OPEN-WORLD LEVEL DESIGN
AND PROGRESSION MECHANICS.   *https://learnwithevo.org/*

Activities

Sep 2022 -   **Software Engineering Coach**, Coach college undergrad and graduate students through data
Nov 2022   structures, algorithms and their application to algorithmic problems.   *CodePath*