

Esther M. Burnett

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EDUCATION

Indiana Institute Of Technology - Fort Wayne, IN

July 2025 - Present

Masters of Business Administration - Project Management Concentration

Claflin University - Orangeburg, SC

August 2019 - December 2022

Computer Engineering, BS

-- Organizations: Student Athlete, Chi Alpha Sigma, NSBE, Global Student Organization

EXPERIENCE

Software Engineering @ Palo Alto Networks

Feb 2022 – Present

- Delivered SD-WAN product features in collaboration with cross-functional teams, including QA and product management
- Optimized application performance, contributing to reduced incident response time and improved user experience.
- Participated in sprint planning, retrospectives, and backlog grooming sessions using Jira and Confluence.
- Led backend feature planning and cross-functional alignment meetings to prioritize enhancements using Agile and Scrum methodologies
- Mentored new interns and junior engineers, supporting team onboarding and knowledge transfer.
- Owned feature timelines from requirements through delivery, tracking dependencies, risks, and milestones to ensure on-time releases.
- Served as a technical point of contact between engineering and product stakeholders, translating business requirements into actionable technical plans.

Supply Clerk @ U. S. Army

Sep 2024 – Nov 2025

- Maintained accountability of high-value equipment and supplies, tracking inventory across multiple operations in a high-tempo environment
- Coordinated supply requisitions, inventory audits, and logistical support operations across multiple units
- Streamlined supply room processes by implementing digital tracking systems and improving inventory reconciliation timelines.
- Assisted in training new personnel on unit supply procedures and equipment handling protocols
- Supported mission readiness through timely issue and recovery of equipment, ensuring unit preparedness for field operations
- Demonstrated meticulous attention to detail and adherence to Army supply chain policies.

Software Engineering @ ULEDGER

Aug 2022 - Dec 2022

- Architected and implemented cryptographic systems for blockchain data verification using RUST.
- Created project timelines and tracked deliverables for peer-to-peer communication components using LibP2P.
- Led system-wide refactoring initiative to improve maintainability and development velocity.
- Conducted technical research to guide design decisions for new blockchain features.
- Documented codebase structure, R&D findings, and deployment procedures to ensure cross-team transparency.

Software Engineering Intern/Part-time @ Palo Alto Networks

Jan 2022 – Aug 2022

- Developed UI components in React and Redux to enhance SD-WAN network monitoring capabilities.
- Managed project branches via GitLab and implemented agile tracking using Jira.
- Collaborated with the SQA team to debug weekly incoming tickets, reducing bug backlog by 35%.
- Supported release cycles by implementing features based on product requirements and user feedback.
- Researched and integrated Zipkin distributed tracing to enhance interface observability.

Software Engineering Intern @ Palo Alto Networks

May 2021 – Aug 2021

- Contributed to backend modules and helped automate SD-WAN manufacturing processes.
- Coordinated with QA and product teams to define release requirements and test plans.
- Wrote and documented RESTful API integrations for internal modules.
- Conducted root-cause analysis on persistent defects across the SD-WAN product.
- Attended cross-departmental meetings to support project alignment and roadmap visibility.

RippleMatch Leadership Development Internship @ RippleMatch

Jan 2021 – May 2021

- Applied growth strategies to increase platform engagement across the student body.
- Delivered performance presentations and KPIs to company leadership to inform marketing pivots.
- Cultivated brand awareness through events, peer outreach, and digital media campaigns.
- Developed content strategies aligned with marketing objectives and university timelines.
- Analyzed user growth trends and optimized referral pipelines based on data insights.

PROJECTS

Product Manager/UX Designer @ GoTrash

- Led a team of four through end-to-end product development using Agile principles
- Defined the product roadmap, created sprint cycles, and prioritized MVP features.
- Managed requirements in Jira and created visual prototypes in Figma for stakeholder review.
- Conducted market research and usability testing to guide iteration and design improvements.
- Collaborated with developers using GitHub and Xcode to deploy the app to test environments.
- Used tools like Jira, Microsoft Projects, Figma, and XCode to manage sprints and deliverables

SKILLS

Project Management Tool: Jira, Microsoft Projects, Asana, Confluence, Office 365, SDLC, Agile/Scrum, Notion

Languages: Java, JavaScript, Python, C#, HTML, CSS/SCSS, React.js, RUST, TypeScript.

Frameworks: Redux, React Native, JSS, jQuery, Node.js, Express.js, React Context API.

Developer Tools: Git/GitLab, VS Code, Ubuntu, Figma, Docker, VirtualBox, Jenkins.

Others: HTTP/TCP, REST API, JSON, Linux, Asana.