Andrey Roshchupkin

QA Automation Engineer / SDET

📍 Yerevan, Armenia | Hybrid | European/Armenian Time | Remote

📧 sdet.andrew@gmail.com
📱 +374 41 725 707
💬 [Telegram](#)
💼 [LinkedIn](#)
🌐 [Portfolio](#)

Summary

I don't just write tests—I build tools that solve real problems. When I needed a teleprompter with speech recognition, I built one. When I saw accessibility testing gaps, I created a Chrome extension using WebAI. When I noticed the disconnect between HTTP theory and practice, I built a demo server and wrote about it.

My automation frameworks don't just work—they replace entire teams. I've cut test execution from 2.5 hours to 30 minutes, eliminated flaky tests, and built systems that do the work of three QA engineers at a fraction of the cost. I speak at conferences, write technical articles, and create open-source tools because I believe in sharing knowledge, not hoarding it.

I'm the engineer who questions "why" when everyone else accepts "how it's always been done."

Work Experience

Software Engineer in Test

VL · Full-time · Sep 2024 – Present · Yerevan, Armenia

- Built a high-performance E2E test automation framework using Playwright

- Applied advanced design patterns: Page Object, Factory, Component Object, and Element Object

- Achieved 100% system resource utilization during test execution

- Created a specialized test user generator class for up to 9 isolated user sessions per test

- Developed a utility to automatically generate tests from QASE test cases

- Introduced and enforced Quality Gates in CI/CD pipelines

- Significantly reduced production bugs by increasing test coverage and automating critical flows

- Reduced execution time of critical test paths from 2.5 hours to ~30 minutes

- Virtually eliminated flaky tests

- Utilized tools and practices including REST API testing, DevOps automation, and AI-assisted workflows

- Automation suite now fully replaces the manual regression efforts of three QA engineers

- Maintained an execution cost equivalent to only ~$13 per month

- Conducted reviews and provided guidance for mobile test automation development

QA Automation Engineer / SDET

NDA Client – European Retailer · Contract · Nov 2023 – Jul 2024 · Remote

- Built a UI test framework using WebdriverIO + Cucumber (BDD) for a high-traffic retail application

- Automated REST API tests with Playwright and JSON Schema validation

- Designed custom test contexts and reusable components to enhance test flexibility

- Set up remote execution pipelines via GitLab CI/CD, ensuring test scalability

- Integrated ReportPortal for centralized reporting and analysis

- Mentored 2 junior QA engineers in automation best practices

QA Manual/Automation Engineer

DocInfo · Full-time · Jun 2023 – Nov 2023 · Remote

- Ensured product quality from requirements gathering to production for a doctor appointment platform

- Introduced test automation to reduce regression execution time from 1 day to 20 minutes

- Worked closely with developers to identify high-risk areas and automate critical flows

QA Manual Engineer

IT-Victory · Full-time · May 2022 – Jun 2023 · Remote

- Performed manual testing for web applications (frontend and backend)

- Implemented basic Cypress tests to reduce regression cycles

- Delivered 4 applications for international clients with minimal post-release bugs

Freelance QA Engineer

Self-employed · Apr 2021 – May 2022 · Part-time

- Developed and tested lightweight web applications for small businesses

- Managed full QA lifecycle in solo and client-based projects

---

Education

Russian Federation Air Force Academy
Specialist Degree in Cyber/Electronic Operations and Warfare

Skills

Languages & Frameworks: TypeScript, JavaScript, Go, Playwright, WebdriverIO, Cypress, Cucumber

Testing Types: UI, API, Integration, E2E, Regression, BDD, Performance

CI/CD & DevOps: GitLab CI/CD, GitHub Actions, Docker, Git

Tools: QASE, ReportPortal, Postman, Allure, JSON Schema

Architecture Patterns: Page Object, Factory, Component Object, Element Object

Soft Skills: Documentation, mentoring, async collaboration, agile teamwork