Contact

letmeshowyou@gmail.com

www.linkedin.com/in/johnesco
(LinkedIn)

Top Skills

Training

Teaching

Curriculum Development

Languages

English (Native or Bilingual)

Spanish (Native or Bilingual)

Sign Languages (Limited Working)

Certifications

Certificate of Completion: JavaScript
Fundamentals

JavaScript Road Trip Part 2

front-end-foundations

American Sign Language

John Escobedo

Seeking work
Austin, Texas Metropolitan Area

Summary

There are many people who say things like "I have a great attention
to detail". My own ability to notice what other people miss is my
biggest superpower. I'm can both help grow and adapt QA culture
in a company, and when it comes to testing or mentoring others, I
can teach them how to explain and see things that others can not.
Challenge me to "explain like I'm five" and I can. There's no sarcasm
or ego with me, just communication and results. No AI was harmed
in this summary.

Experience

Insight Global
Robot Operator
July 2025 - September 2025 (3 months)
Austin, Texas Metropolitan Area

Leveraged extensive VR expertise to directly operate humanoid robots, playing
a key role in a fast-paced development cycle. Responsibilities included VR-
based operation, environmental staging, and rigorous documentation of
issues and processes. Demonstrated extreme adaptability to excel in a novel,
process-light environment, directly supporting high-priority company initiatives
through consistent achievement of data collection goals.

- Operated and controled humanoid robots in real-time using advanced VR
systems to execute complex tasks and support the development of next-
generation automation.

- Prepared and staged physical testing environments to precise specifications,
ensuring optimal conditions for robotic performance and data collection.

- Meticulously documented and tracked software bugs, hardware malfunctions,
and performance anomalies in a detailed issue-tracking database, providing
critical data to the engineering team.

- Developed and refined troubleshooting protocols and standard operating procedures (SOPs) in a rapidly evolving environment, ensuring documentation remained accurate and up-to-date.

- Contributed directly to high-visibility initiatives by consistently meeting daily and weekly team goals for data collection and operational testing.

Apptronik
Robot Operator
July 2025 - September 2025 (3 months)
United States

Worked at Apptronix via Global Insight.

GeekSI
6 years 4 months

QA Tester
July 2023 - June 2025 (2 years)
Washington DC-Baltimore Area

Customer: VA

Project: Telehealth Hub (TH)

Role: Lead Test Engineer

- Built initial test plan for MVP.
- Standardized and communicated testing SOP.
- Created test framework for User Acceptance Testing teams.
- Championed Agile methods to replace Waterfall tendencies.

QA Tester
July 2023 - July 2024 (1 year 1 month)
Washington DC-Baltimore Area

Customer: VA

Project: AMPL (Advanced Medical Platform)

- Tested flagship software (AMPL) builds.
- Created data in MUMPS command line interface tool.
- Extensive 508 testing using JAWS.

QA Engineer
February 2021 - June 2023 (2 years 5 months)

Customer: VA

Project: HI&M VIRP (Veterans Integrated Registries Platform)

- Became SME of the Traumatic Brain Injury portion of VIRP.
- Created, expanded and maintained a library of regression tests.
- Documented and developed standard operating procedures for testing.

QA Test Engineer
March 2019 - February 2021 (2 years)
Austin, Texas Area

Customer: VA

Project: LGY (Home Loan Guarantee)

- Testing incoming updates, bugfixes and enhancements for government home loan guarantee.
- Enforced protocol and patterns for reproducible testing.
- Created and updated test cases and scripts in IBM Rational Team Concert.
- Audited automated tests in Cucumber/Selenium.

EverlyWell
Senior QA Test Lead
June 2018 - October 2018 (5 months)
Austin, Texas Area

Senior contractor providing comprehensive QA testing and test leadership across multiple mission-critical projects for the Veterans Affairs over a 6-year engagement. Subject matter expert in government software testing, 508 accessibility compliance, and modernizing legacy testing processes with Agile methodologies.

- Operate and control humanoid robots in real-time using advanced VR systems to execute complex tasks and support the development of next-generation automation.
- Prepare and stage physical testing environments to precise specifications, ensuring optimal conditions for robotic performance and data collection.
- Meticulously document and track software bugs, hardware malfunctions, and performance anomalies in a detailed issue-tracking database, providing critical data to the engineering team.

- Develop and refine troubleshooting protocols and standard operating procedures (SOPs) in a rapidly evolving environment, ensuring documentation remains accurate and up-to-date.
- Contribute directly to high-visibility initiatives by consistently meeting daily and weekly team goals for data collection and operational testing.

YouScience, LLC
QA Engineer
July 2017 - June 2018 (1 year)
Austin, Texas Area

Served as the sole QA employee, responsible for establishing and managing the quality assurance process for the company's flagship online career and education assessment tool. Worked cross-functionally to integrate QA into the development cycle, ensuring the stability and quality of all weekly releases.

- As the only QA resource, built the QA process from the ground up and integrated it into the existing software development lifecycle.
- Developed the complete QA framework, including test procedures, test case scenarios, and standards for verification, integration, and regression testing.
- Managed all testing for the flagship web application, performing cross-browser testing via BrowserStack and testing on Android and iOS devices.
- Created and maintained test case scenarios and product documentation to support new feature releases and ensure consistent quality.
- Established standardized templates for bug reports and user stories to improve clarity and streamline communication with development teams.

RetailMeNot, Inc.
QA Engineer
May 2015 - May 2017 (2 years 1 month)
Austin Texas

* Worked as an employee of https://www.lunadatasolutions.com/

Luna Data Solutions
QA Engineer
May 2015 - May 2017 (2 years 1 month)
Austin, Texas, United States

Contracted as a QA Analyst for RetailMeNot, focusing on the launch of new e-commerce features and ensuring site stability. Enhanced testing efficiency through custom automation tooling, analytics validation, and standardized data suites, while providing direct production support for a high-traffic website.

- Led QA for the rollout of new gift card purchasing features and conducted extensive regression testing for the RetailMeNot e-commerce platform.
- Authored and updated code for the internal automated test system, improving its efficiency and reliability for the development team.
- Engineered custom JavaScript tools to validate and ensure the accuracy of site-wide analytics implementation and data integrity.
- Developed and standardized the smoke testing data suite to guarantee consistency and reliability across all testing environments.
- Served as a key member of the Production Support on Duty (PSOD) rotation, providing timely investigation and resolution for live site issues.

CSD
QA Engineer
May 2013 - January 2015 (1 year 9 months)
Austin, Texas Area

Developed and implemented the inaugural QA process for the 'Vineya' web-video platform, a critical accessibility solution providing interpreting services for the Deaf and hard-of-hearing community. Acquired conversational American Sign Language (ASL) and cultural competency to effectively collaborate and ensure the product met the needs of its users.

- Pioneered the quality assurance function from the ground up, creating the initial test procedures and automation framework for the GoVineya.com Ruby on Rails web application.
- Applied acquired American Sign Language skills and understanding of Deaf cultural norms to collaborate effectively with the team and inform a culturally-aware testing approach.
- Managed the full testing lifecycle for release cycles, including creating test plans, executing test runs, and reporting on results for both web and mobile app versions.
- Engineered the testing environment by configuring VirtualBox to enable cross-browser testing of Internet Explorer on OSX machines.

DocbookMD
Test Lead
July 2012 - March 2013 (9 months)
Austin, Texas Area

* Test lead for medical software app for Android and iOS tablets and phones.
* Established new testing procedures and wrote test suites.

* Ensured HIPPA compliance of messaging app.
* Managed remote testers and development of local testing team.

Heatwave Interactive
Lead Quality Assurance Tester
August 2011 - April 2012 (9 months)

* Worked as an employee of https://www.lunadatasolutions.com/

Luna Data Solutions, Inc.
Lead Quality Assurance Tester
August 2011 - April 2012 (9 months)
Austin, Texas, United States

Customer: Heatwave Interactive
Projects: MMORPG "Gods and Heroes: Rome Rising" and online Facebook game "Platinum Life: Country"

- QA Tester for the MMORPG "Gods and Heroes: Rome Rising".
- Test Lead for online Facebook game "Platinum Life: Country".
- Tested daily builds for basic functionality of the game.
- Ensured functionality of core mechanics.
- Wrote test plans for smoke and regression testing.

Blizzard Entertainment
Customer Support
July 2010 - July 2011 (1 year 1 month)
Austin Texas

In Game Technical Support (Game Master): Assisted customers with game play and technical issues via live chat as well as ticket-based system. Restored compromised accounts; reset inventories that had been modified via unauthorized access. Investigated fraud and exploitation of game mechanics. Directed customers to internal and third-party sources of information.

Linden Lab
3 years 3 months

QA Engineer
April 2010 - June 2010 (3 months)
Wrote tests based on feature requirements and helped establish definition of done criteria for all new features and bug fixes. Wrote tests concurrently with development teams to ensure that product goals where met. Researched potential areas of automation for all manual testing.

QA Tester
November 2009 - April 2010 (6 months)

Filed bugs and smoke tested weekly builds of the software. Worked with design team and customer feedback to give guidance on future changes to the software. Took on QA Engineer position for test writing.

Customer Support Specialist (Liaison)
April 2007 - November 2009 (2 years 8 months)

Liaison for Second Life. Forward facing "First Responder" to all inworld emergencies. Applied disciplinary action to people breaching our terms of service. Promoted after taking on additional responsibilities of providing customer support via an online ticket system as well as live text support via Parature.

Super Happy Fun Fun
QA Tester
November 2006 - March 2007 (5 months)

Contract tester for games and applications in a cell phone focused digital media company. Tested software across many brands of cell phone including Nokia, Samsung, Sony Ericsson, Motorola and LG Electronics. Employed Mantas bug tracker and other software and methodology to assist in the production, testing, support, and troubleshooting of phone applications such as: 3D Tilt-a-world, 50-cent Stuntin', Mirinda and Access Search, among others.

Aspyr Media
QA Tester
February 2006 - November 2006 (10 months)

Tested games and documented bugs for games on Mac, PC, and various consoles. Used JIRA and DevTrack to provide product feedback and assistance with isolating and testing product bugs. Shipped titles include Call of Duty 2, Civilization 4, The Sims 2:Nightlife, The Sims 2: Pets, Roller Coaster Tycoon and Spellforce 2.

Go Dance Studios
Recpetionist
April 2005 - September 2005 (6 months)

Poster and form design, cashier, greeting customers and answering phones.

Diva Productions
Animator

November 2004 - April 2005 (6 months)

Animation of cartoon segments. Web and paper document design.

University of Texas
Building Monitor
August 2004 - October 2004 (3 months)

Temporary job taken when I relocated to Austin Tx. Building monitor for The Performing Art Center of UT. Responsible for controlling access of the stage and providing performers with equipment.

Wild Brain
Intern
March 2002 - May 2002 (3 months)

Interned with Wild Brain.

Media Alliance
8 months

Instructor
March 2001 - October 2001 (8 months)

Instructor
March 2001 - July 2001 (5 months)

Bay Area Video Coalition
Instructor
October 1999 - May 2000 (8 months)

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Education

San Jacinto College
 · (1993 - 1996)

Vista College, Peralta, Berkeley