

Izzy Julio

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QA & Accessibility Lead - Mobile, Web & Games

Experienced Quality Assurance professional with 15+ years testing e-commerce, healthcare, and game products on web, iOS, Android, and video game consoles. Known for clear documentation, thorough cross-device testing, and practical accessibility guidance (WCAG 2.2). Mentored testers, collaborated with designers and engineers to ship clean releases.

Skills & Tools

- Manual Testing, Automation Testing, Regression, UAT, Accessibility (WCAG 2.2)
- Test Planning, Defect Triage, API Validation (Postman), Python, Cross-Browser / Device
- Jira, TestRail, Azure DevOps, BrowserStack, Slack, Shopify
- Agile / Scrum, SDLC, Live-Ops QA, Mobile & Console Games

Professional Experience

Event Coordinator & Arcade Operator

01/2025 - Present

Hometown Arcade - Bloomfield, NJ

- Troubleshoot, maintain, and document repair cycles for 55+ arcade systems and pinball machines
- Apply QA methodologies to hardware testing, preventative maintenance, and live-service operations
- Manage digital POS systems, customer support, and private event coordination
- Provide on-site technical support, optimizing gameplay experience and machine uptime

Quality Assurance Lead (Independent Contractor)

10/2024 - 04/2025

Verbal+Visual - New York, NY

- Lead QA for e-commerce storefronts, testing across desktop, mobile, and tablet
- Conduct API and integration testing using Postman on custom Shopify builds
- Develop project-wide test strategies, schedules, and documentation from kickoff through release
- Execute cross-browser/device testing and accessibility audits (WCAG 2.2 compliance)
- Collaborate with dev, product, and design teams to unblock issues and ensure launch readiness

Associate Director, Quality Assurance

10/2013 - 07/2024

FCB Health - New York, NY

- Directed QA across 20-30 concurrent digital campaigns (web, mobile, email, apps)
- Managed and mentored a team of 9 analysts; built standardized QA documentation templates
- Led regression, cross-browser/device, and accessibility testing (508 & WCAG 2.2)
- Collaborated across departments to ensure successful delivery under tight deadlines
- Served as QA lead on regulated healthcare projects, ensuring compliance and stability

Quality Assurance Engineer

04/2012 - 05/2013

Code and Theory - New York, NY

- Executed test plans for web/mobile applications in a fast-paced agency environment
- Partnered with developers to identify and resolve critical UI/UX issues

Project Manager & Developer

07/2009 - 12/2011

RockGamer Studios - New York, NY

- Managed weekly downloadable content (DLC) QA cycles for XBOX, PS3, and Wii
- Coordinated with clients, local & international teams to meet strict deadlines
- Contributed to the development of interactive and gameplay elements for Rock Band Network DLC

Additional Experience

Gameloft, Lifetime Networks, Longtail Studios - New York, NY

QA roles supporting mobile and console game development across iOS, Android, Xbox, and PS3.

Focused on manual functional testing, compliance reviews, regression cycles, and defect tracking in fast-paced production pipelines.

Leadership & Community Impact

- Lead developer and accessibility advisor for the Rutgers Master Gardeners website
- Created and facilitated DEI and professional development programming for 400+ staff
- K-4 STEM educator, integrating environmental literacy with game-based and hands-on learning
- Recipient of the 2024 Rutgers Cooperative Extension Award of Excellence

Certifications

WebAIM Web Accessibility
Certification

Google DoubleClick QA
Certified

Veeva CRM Platform
Certification

Education

NJAES Cooperative Extension Master Gardener Program - Rutgers, The State University of New Jersey

Game Art & Design - The Art Institute of New York City

Graphic Communications - CUNY New York City College of Technology