

MATTHEW KORYBSKI

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PROFILE

Quality engineering leader with 19 years of experience shipping software across games, e-commerce, legal tech, and fintech. I've built and led test infrastructure, scaled QE practices, and brought a developer's mindset to quality throughout — including building iOS apps on the side. More recently, I've expanded into AI quality: designing evaluation frameworks, building rubrics, automating evals at scale, and contributing to LLM-as-a-judge systems for ambiguous generative AI outputs. I care about the whole product, not just the bugs.

WORK EXPERIENCE

Staff Test Infrastructure Engineer — Intuit Credit Karma

Apr 2016 – Jun 2026

Progressed through four roles over a decade, from Test Engineer II to Staff Test Infrastructure Engineer.

- Contributed to an internal LLM-as-a-judge evaluation system for AI-driven product features, helping define rubrics and ground truth for ambiguous generative AI outputs.
- Used AI coding tools (Claude Code, Cursor) to build automated tests and internal tooling that accelerated manual testing workflows — a key driver of team efficiency.
- Operated as a strategic partner to engineering — embedded with developers early in the design process to shape test strategy and prevent defects before they were written, rather than catching them after the fact.
- Built and maintained automated test suites using Selenium and Appium (Ruby), with hands-on experience extending into Cypress (TypeScript).
- Configured CI test pipelines through Jenkins and built reporting dashboards and Slack integrations to surface results to stakeholders, using that data to target systemic quality issues.
- Mentored test engineers across the team, supporting their technical growth and career development.

Quality Assurance Analyst (Contract) — Litify

Apr 2016 – Jul 2016

- Brought on to establish the quality process from the ground up ahead of public launch.
- Partnered with developers to build test plans and execute test cases on Litify's web-based legal referral platform.

Senior Mobile Quality Assurance Engineer — Shutterfly

Oct 2012 – Apr 2016

- Owned test plans, bug tracking, and customer feedback triage for Shutterfly's flagship iOS and Android apps.
- Wrote automated tests in Ruby and directed junior QA engineers and outsourced QA teams.
- Partnered cross-functionally with other QA teams throughout the organization to maintain consistent quality standards.

Live Producer — Freeverse

Jan 2010 – Aug 2012

- Planned and maintained gameplay and content updates across more than 10 live mobile titles, using analytics and customer feedback to tune balance and features.
- Reported title health to parent companies ngmoco and DeNA, and ensured all releases met internal and external submission guidelines.

Director of QA — Freeverse

Mar 2007 – Jan 2010

- Founded and built out Freeverse's Quality Assurance department from the ground up, hiring and managing a team of QA testers.
- Tested over 60 titles across Xbox 360, iOS, Android, PSP, OS X, and PC, logging over 1,500 bugs, and created standardized test plans aligned to platform certification requirements (e.g. Microsoft's Xbox 360 TCRs).

SKILLS

AI & Evaluation: LLM-as-a-judge evaluation design, rubric development, ground truth labeling for generative AI outputs, AI-assisted test & tooling development

Automation: Selenium, Appium (Ruby), Cypress (TypeScript), Jenkins CI

QA Fundamentals: Test strategy & planning, risk assessment, defect tracking (Jira), regression planning, mentoring, cross-functional collaboration

Development: iOS, Android, Web, macOS, Windows, Xbox 360, PlayStation Portable

Tools: Claude Code, Cursor, Xcode, GitHub, Jira, Confluence, Postman, Google Sheets