Alex Kuligowski

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Professional Experience:

Five Star Technology Solutions

Software Engineer, Remote   *October 2022 - November 2025*

- Architected feedback-driven process improvements across software operations by aligning developers and management on team SDLC standards.
- Improved team cycle (sprint) completion rate from 60% to 90% by increasing visibility and accountability across software and product operations.
- Reduced bug triage and customer issue resolution time by 70% by implementing structured escalation workflows and facilitating cross-team alignment.
- Introduced automated API and web testing frameworks to replace manual QA with scalable AI-assisted testing solutions that reduced QA overhead hours.
- Maintained and refactored core education modules serving ~250 school districts by modernizing codebases and optimizing API data processing.

Stryker (via acquisition of Vocera Communications)

Software Quality Assurance Engineer II, Remote   *August 2020 - September 2022*

- Automated 200+ product features within a custom Python framework, expanding automated test coverage by ~30% and improving overall release reliability.
- Led the XMPP continuous integration initiative, achieving 500+ automated feature coverage and reducing manual verification workload by ~80%.
- Collaborated with cross-functional engineering teams to investigate and resolve issues in medical communication systems used in clinical environments.
- Applied rigorous testing and root-cause analysis to uphold medical safety and compliance standards.

Neumo (formerly Intellectual Technology, Inc)

Solutions Engineer, Fort Wayne, IN   *October 2019 - July 2020*

- Delivered technical solution designs and architecture recommendations to internal and external stakeholders, aligning business objectives with scalable system implementations.
- Standardized engineering processes and technology integrations in partnership with R&D to accelerate prototyping and cross-functional collaboration.
- Designed infrastructure topologies and solution architecture documentation to support scalable, high-availability deployments and improve system transparency.

Brotherhood Mutual Insurance Company

Business Analyst & Quality Assurance Analyst, Fort Wayne, IN   *April 2017 – January 2019*

- Contributed to and maintained a Ruby automation framework with 4,000+ test cases to ensure reliability and quality of client-facing systems.
- Authored automation training guides and served as team trainer for automation onboarding.
- Defined acceptance criteria, analyzed requirements, and created test plans translating business objectives into actionable backlog items.

Education:

Albion College   *Graduation: December 2016*
Bachelor of Arts in Economics and Management
Minor in Mathematics

West Virginia University   *Expected Graduation: December 2026*
Master of Science, Software Engineering *(In Progress)*

Core Competencies & Technical Skills:

- **Languages & Frameworks**: PHP (Laravel, Symfony, Zend, Doctrine), JavaScript (React, React Native, Next.js, TypeScript), Python
- **Testing & Quality Engineering:** Playwright, Selenium, Jenkins, CI/CD pipelines, TDD, BDD, automation frameworks
- **Systems & Cloud Infrastructure:** AWS (S3, EC2, DynamoDB, single-table design), Docker, Linux, Monitoring (Prometheus, Grafana)
- **Data & Storage:** MySQL, PostgreSQL, MongoDB
- **AI & Emerging Technologies:** OpenAI / Anthropic integrations, AI-assisted development (Copilot, Claude, ChatGPT API), AI Agents
- **Agile & Team Enablement:** Agile (Scrum, Kanban, SAFe), Atlassian Suite (Jira, Confluence, Bitbucket, Jira Product Discovery), stakeholder alignment, cross-functional collaboration

Projects:

The Shelf   *January 2025 - Present*

- Designed and developed a flexible attention-management application to support long-term goals, reflection, and sustainable routines without reliance on daily streaks or rigid habit tracking.
- Implemented configurable reflection cadences (daily, weekly, monthly) and progress visualizations to help users contextualize achievements over time and avoid burnout-driven feedback loops.
- Architected the system around explicit warm-up and cooldown phases to frame work sessions intentionally and reinforce healthy relationships with productivity.

Abstractly   *October 2025 - January 2025*

- Laravel-based web application designed to aggregate and summarize recent research publications for daily reading.
- Built a backend service to collect academic news and publications from multiple sources using scheduled API fetches.
- Implemented an AI summarizer (OpenAI API) to produce multi-paragraph overviews of research papers, contextualizing relevance to software engineering, education, and prototype opportunities.
- Designing an interactive dashboard to surface summarized insights by topic to help users track emerging trends and explore relevant research areas.

Just Be Funny   *September 2024 – November 2024*

- A mobile application designed to gamify improv and introduce users to themes in comedy.
- Designed and built a full-stack MVP with React, Node.js, and MongoDB by implementing gameplay logic and real-time scoring.
- Delivered final MVP presentation demonstrating architecture, setup, and cross-platform (iOS/Android) demo builds.