

Joe Fabisevich

Software Developer, AI Educator, & Product Engineer

New York City, NY (Remote Friendly)

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Profile

Seasoned software developer, product engineer, and educator with 15+ years of experience at startups, major companies, and on my own. For the last three years I've been building AI products and teaching AI at [build.ms/ai](#). I help developers adopt practical agentic workflows, maintain popular open source libraries, run a 5,000+ person iOS community, and write regularly about AI engineering and product development.

Currently

Build.ms AI Workshops | [build.ms](#)

April 2025 - Present | Teacher & AI Educator

- Taught dozens of hands-on AI workshops for engineers, product managers, and non-technical professionals. Each workshop has a custom curriculum tailored to its audience, covering practical AI integration, prompting methodology, and building apps and working prototypes with LLMs.
- Through these workshops, I've helped people build custom agents, company-specific agent skills and integrations, and even real products in under three hours using modern agentic workflows.
- Write regularly about AI, engineering, and product development at [build.ms](#), with 40+ posts covering topics from building software with AI agents to Generative Engine Optimization.

Plinky | [plinky.app](#)

April 2022 - Present | Founder, Developer, Designer, & Everything Else

- Built and launched Plinky as a solo founder, shipping a full-stack Swift app across iOS, iPad, Mac, and browser extensions with a Vapor-powered backend that has been featured in the App Store, TechCrunch, The Verge, The Washington Post, MacStories, and more.
- Built an open API, integrations ecosystem, and an LLM-agnostic summarization and semantic search pipeline with tooling and evals to ensure high-quality results across models.

Short Circuit | [shortcircuit.chat](#)

March 2023 - July 2023 | Software developer

- Developed one of the first App Store apps to use the ChatGPT API, building a fast conversational experience with Swift and websockets on the client and server.
- The app is rated 4.7 stars on the App Store and has been featured by TechCrunch and Daring Fireball.

Experience

Twitter | [twitter.com](#)

Apr 2021 - Apr 2022 | Communities Health Tech Lead

May 2018 - Apr 2021 | Senior Software Engineer (Societal Health)

- Team Leadership: Helped found the iOS Health Client and Communities Health teams, collaborating with legal, public policy, and safety teams to improve the platform's impact on society and civic integrity.
- Impactful Feature Development: Shipped Twitter's public interest interstitials, contextual tweet labels, office holder and candidate badges, and "speed bumps" designed to reduce misinformation, abuse, and harassment.
- Platform & Developer Experience: Helped large migrations of code from Objective-C to Swift, established new frameworks, and built internal tooling that improved developer experience.

Bitly (Contract) | bit.ly

Aug 2014 - Jul 2015 | Lead iOS developer

- Rewrote Bitly's iOS app in Swift and integrated a share extension to enable seamless URL shortening from any other app.
 - Developed an SDK to support Facebook's AppLinks for dynamic app linking and cross-platform attribution.
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More work experience for [Betaworks](#), [Timehop](#), [Teachable](#), [Tia](#), and [The New York Public Library Labs](#) dating back to 2010 is available upon request.

Community

- **AI (Without the Hype)** — Spoke at NSSpain 2025 and Deep Dish Swift 2026 on practical AI usage, building intuition for how LLMs work, agentic patterns, and AI-assisted development.
- **Developer Community** — Founded and run an iOS community over the last 11 years that has grown to 5,000+ developers.
- **Pursuit** — Volunteer teacher for 12+ years at a nonprofit helping people from underrepresented communities break into tech; currently teaching AI-native cohorts.
- **Twitter** — Organized and taught internal learning programs on Swift, SwiftUI, Figma, and cross-functional product thinking for developers, designers, and non-technical teams.

Open Source

- [Boutique](#): A widely-used persistence library for building offline-first, real-time updating iOS and Mac apps.
- [Recap](#): A customizable What's New screen for showcasing app release history with markdown and semantic versioning.
- [Monarch](#): A migration library for making app evolution in Swift and SwiftUI safer, simpler, and reproducible.

Skills

- **Expertise:** Software development, AI-empowered devex, product design, developer relations, technical writing, mentorship, and teaching.
- **Programming Languages:** Swift, TypeScript, HTML/CSS, Objective-C, with increasing use of web technologies in AI and product workflows.
- **Technologies:** SwiftUI, UIKit, OpenAI/Anthropic/Gemini APIs, Figma, Framer, with expertise in building and orchestrating Codex, Claude Code, and other complex agentic workflows.

Education

Bachelor of Science in Computer Science *SUNY Stony Brook, 2012*