

Joe Fabisevich

AI Product Engineer & Software Developer

New York City, NY (Remote Friendly)

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Profile

Seasoned software developer and AI product engineer 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](#), where I make AI accessible to everyone. I also bring deep experience building for developer audiences. I maintain several popular open source libraries, have professional technical writing experience, run a 5,000 person iOS community, and write regularly about AI engineering and product development at [build.ms](#).

Currently

Plinky | [plinky.app](#)

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

- Built and launched Plinky as a solo founder, combining strong software fundamentals with AI-powered development workflows. The app is rated 4.8 stars and has been featured on the App Store, TechCrunch, The Verge, The Washington Post, MacStories, and more.
- Shipped a full-stack Swift app across iOS, iPad, Mac, and browser extensions with a Vapor-powered backend. Plinky has an open API and an ecosystem of integrations across Zapier, Unread, Shortcuts, and more, all designed so power users can build automated workflows on top of Plinky.
- Built an LLM-agnostic summarization and semantic search pipeline with tooling and evals to ensure high-quality results across models.

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

April 2025 - Present | Teacher & AI Educator

- Taught dozens of hands-on AI workshops designed for engineers, product managers, and non-technical professionals. These workshops cover everything from practical AI integration, prompting methodology, and building apps or working prototypes with LLMs.
- Through the workshops I've helped people build custom agents, company-specific Agent Skills or integrations, and even built real products in under three hours using the latest agentic workflows.
- Spoke at NSSpain 2025 on "AI (Without the Hype)", a talk on practical AI usage, how LLMs work, agentic patterns, and how to build intuition across all parts of AI-assisted development.
- 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.
- Volunteer teacher at Pursuit, a nonprofit dedicated to helping people from underrepresented communities break into break into tech for 12+ years, now teaching their AI-native cohorts.

Short Circuit | [shortcircuit.chat](#)

March 2023 - July 2023 | Software developer

- Developed one of the first apps in the App Store to use the ChatGPT API, before even ChatGPT had an app.
- Built a delightful and lightning fast conversational experience using Swift and websockets on the client and server.
- The app is rated 4.7 stars in the App Store, and has since been featured in publications such as 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:** Worked with company leadership to found the iOS Health Client and Communities Health teams. Helped lead the engineering effort while collaborating cross-functionally with the legal, public policy, and safety teams to improve the platform's impact on society and civic integrity.
- **Impactful Feature Development:** This cross-functional work led to shipping Twitter's "[public interest interstitials](#)", "[contextual tweet labels](#)," "[government office holder and election candidate badges](#)," and "[speed bumps](#)", all features designed to reduce the spread of misinformation, disinformation, abuse, and harassment across the platform.
- **Platform & Developer Experience:** I participated in deep architectural work with teams across the organization, helping Twitter migrate code from Objective-C to Swift, establishing new frameworks, and creating internal tooling that improved developer experience.
- **Mentorship & Teaching:** Developed and delivered various internal courses that taught Swift, SwiftUI, Figma, and Health Thinking to create more self-sufficient and well-rounded engineering teams.

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.

More work experience for [Betaworks](#), [Timehop](#), [Teachable](#), [Tia](#), and [The New York Public Library Labs](#) dating back to 2010 is available upon request.

Open Source

- **Boutique:** A simple, powerful, and widely-used persistence library that allows people to build fully offline real-time updating iOS and Mac apps, in three lines of code.
- **Recap:** A highly customizable What's New screen to showcase your app's feature history, powered by markdown and semantic versioning primitives.
- **Monarch:** A library that simplifies app evolution for any Swift or SwiftUI app by making error-prone migrations simple, correct, and reproducible.

Skills

- **Expertise:** Software development, AI-empowered devex, product design, developer relations, technical writing, mentorship, and teaching.
- **Programming Languages:** Swift, TypeScript, Objective-C, HTML/CSS, and can get my hands dirty with Python.
- **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*