

**Joe Fabisevich**

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[github.com/mergesort](http://github.com/mergesort)

iOS developer/designer with Android and server-side experience, all around good guy.

## Education

SUNY Stony Brook, College of Engineering and Applied Sciences  
Bachelor of Science in Computer Science, 2012

## Experience

**Picks**, New York, NY  
*Founder*

March 2014 - Present  
[getpicks.me/app/download](http://getpicks.me/app/download)

Built and designed Picks, a list app for things you love to do (such as movies, books, places, music, and more), that learns about what you enjoy to offer recommendations just for you. What kind of founder would I be if I didn't urge you to download and try it out? More soon. :)

**Bitly (Contract)**, New York, NY  
*Sole iOS Developer*

August 2014 - July 2015  
[bitly.com](http://bitly.com)

Re-wrote Bitly's iOS app (not available in the App Store yet). The app was entirely re-written in Swift, and abstracted into modules. The main app was supplemented with a share extension (for shortening and sharing a URL from any app that had URLs such as Safari, Tumblr, or Slack).

**Betaworks**, New York, NY  
*Lead iOS Developer*

May 2013 - January 2014  
[appshopper.com/productivity/done-not-done](http://appshopper.com/productivity/done-not-done)

Re-wrote Done Not Done, versions 1.5-1.6, an app for keeping track of the movies, books, and albums you've watched, read, and listened to. Done Not Done lets you see your friends' reviews, get recommendations from other users, and find new media to enjoy, while being notified in real time when your friends want to do, or have done something new.

After Done Not Done I worked between Betaworks studio companies, doing iOS, Python server work, and managing a currently unreleased project.

**Bondsy**, Brooklyn, NY  
*Mobile Developer*

October 2012 - February 2013  
[bit.ly/the-verge-bondsy](http://bit.ly/the-verge-bondsy)

Developed version 1.0 of Bondsy, a marketplace for people you can trust. By leveraging your existing your social connections, Bondsy is able to show users items of interest which they can confidently obtain. By creating a simple and streamlined process to post an item, Bondsy encouraged repurposing items which may have more value to others than to oneself. Much of the emphasis was on creating the best UX for a playful and conversational, yet reassuring environment.

Bondsy is a graduate of the Techstars startup accelerator, founded by Diego Zambrano.

Worked on the development of the iPhone application, Viggle. Created the Viggle Platform Development Kit, a Javascript framework for quickly developing HTML 5 apps within Viggle. Other work included Android development, day to day product decisions, and UX design. Viggle is a social TV app that allows a user to check in to a show through audio verification (much like Shazam), and then awards a user points based on their viewing, and participation in events, and games.

**Bascom Global Internet Services**, Hauppauge, NY  
*Lead iOS Developer*

February 2010 - December 2011  
[bascom.com/solutions/anywhere-filter](http://bascom.com/solutions/anywhere-filter)

Created and designed Bascom Anywhere Filter iOS application with a content-filtering system designed for use in schools, libraries, and companies across the country. Redesigned Bascom's content creation tools for teachers and organizations, and assisted with website maintenance.

## Freelance Projects

I won't bore you with **every** freelance project and app I've built, so here's a few fun ones.

**New York Public Library Labs Division** (iPhone design, [bit.ly/nypl-api](http://bit.ly/nypl-api)) February - June 2014  
Designed a digital reader for the NYPL to open source and white label for other libraries across the country to use. Also built a JSON API for getting #NYPL images from Instagram and Flickr in Go.

**Unmentionables: a Taboo™ game** (iPhone, Android) [bit.ly/unmentionables-taboo](http://bit.ly/unmentionables-taboo)  
A mobile version of the classic card game Taboo. Players can win free packs by sharing to social media, and completing tasks, or buy thousands of more cards via in-app purchase. The cards were generated by scraping Wikipedia and using Amazon Mechanical Turk (which worked really well!)

**Batting Goggles: Baseball statistics app** (iOS) [bit.ly/batting-goggles-hbt](http://bit.ly/batting-goggles-hbt)  
An app that produced heat maps and live statistics for every player in Major League Baseball using PitchFX data. Users were able to create lineups to keep track of their favorite players.

**Baker & McKenzie LLP: Documentation app** (iOS) [bit.ly/baker-mckenzie-iphone](http://bit.ly/baker-mckenzie-iphone)  
A digital version of Baker & McKenzie's Cross-Border Listing documentation. Fun fact, I wrote a converter from Microsoft Word .doc to HTML to SQLite3 make this app work.

**Metrooptimizer - Your Metrocard Helper** (iOS, Android, & WP7) [bit.ly/metrooptimizer](http://bit.ly/metrooptimizer)  
This app allows the user to enter the amount of money left on their New York City MetroCard, and then be told the amount they should add when refilling their card to get an evenly divisible fare.

## Technical Skills

**Languages:** Swift, Objective-C, Go, Java, Ruby, Python-ish, Javascript: The good parts ;)

**Mobile Platforms:** iOS, Android, Windows Phone 7

**Server Platforms:** Heroku, Parse, EC2

**Frameworks:** Rails, Gorilla Mux, Martini, Play

**Social Platforms:** Twitter, Facebook Open Graph, Instagram, Foursquare

**Version Control Systems:** GIT, Mercurial

**Tools:** Adobe Photoshop, Illustrator