

Paul Gasbarra

paulgasbarra@gmail.com • (910) 547-3120

OBJECTIVE

I build products that make everyday life simpler, healthier, and more human. After nearly a decade delivering reliable, high-impact front-end experiences, I've expanded my focus to full-stack systems that connect design, data, and operations. My goal is to teach and build technology that reduces friction, empowers people, and quietly improves lives.

RECENT EXPERIENCE

Fixins Lunch

Founder / Owner-Operator

March 2024 — Present

- Founded Fixins Lunch, a subscription-based school lunch service delivering fresh, kid-friendly meals across northern New Jersey.
- Built and deployed the full-stack platform using **Next.js**, **TypeScript**, **Supabase**, **Prisma**, and **Vercel**, integrating **Stripe** Embedded Checkout for recurring billing and **Supabase Auth** for secure parent and admin access.
- Developed the responsive UI with **Material UI**, added **Playwright** tests for UI testing, and configured **Nodemailer** for automated emails.
- Created the Fixins brand identity and managed all business operations including menu planning, supplier coordination, licensing, and pilot program execution.

Pursuit

Software Engineering Instructional Consultant (Contract)

June 2024 — April 2025

- Mentored adult learners to build technical and professional skills, preparing them for careers in software engineering.
- Designed and delivered instruction for data structures, algorithms, and coding interview techniques.
- Conducted over 200 mock technical interviews, providing tailored feedback and developing a comprehensive guide for fellows' interview success.
- Enhanced the technical interview process by expanding the question bank, analyzing historical data, and integrating coding platforms for improved preparation.
- Trained and supported volunteers, creating resources such as a Replit-based question bank and tutorial videos to ensure consistent, high-quality feedback for fellows.
- Helped nearly 32 fellows get hired at an average salary of \$106,000.

mypeach.ai

Contract Software Engineer

January 2024 — February 2024

- Building out the frontend for an AI chat bot, using Next.js, React, and Materials UI and Styled Components.
- Creating chatbot creation flows, user onboarding, and subscription checkout for a new generation of AI companions.

The Muse

Senior Software Engineer

December 2021 — May 2023

- Streamlined data collection by writing a TypeScript library that overhauled site-wide user tracking. This reduced events reported by 90% and facilitated better data analytics.
- Improved SEO on The Muse's job board by revamping metadata. This effort improved job listing visibility in Google's job widget. We saw a 70% uplift in job views and job applications since Q1 2022.
- Added experimentation frameworks to a React based website to gauge performance of new interactive features.
- Wrote tech briefs based on product documentation to establish technical direction for the engineering team.

Intersection

Senior Software Engineer

August 2014 — December 2021

- Working with large US transit organizations that total 440 million annual riders, we used Python, Django, AWS, and React to build a system that consolidates real-time train and bus arrivals, system alerts, PSAs, and ads. Clients included CTA, SEPTA, NJT, and LA Metro.
- I built user interface component libraries with React and Redux that help over 1.4 million daily commuters find their way in cities across the country.
- Used Mapbox and other mapping technologies to create wayfinding applications for Hudson Yards, Port Authority and New Rochelle
- Built React applications to develop and maintain client and public facing user experiences for retail and museum spaces, such as Hudson Yards and the Edward M. Kennedy Institute.
- Combined near-field technology, websockets, React, and augmented reality to prototype the shopping experience of the future for Walmart.
- Created bots for Google Home and Amazon Alexa using Javascript and AWS functions to demonstrate Intersection's developmental capacity in conversational interfaces.

SKILLS

Languages: Javascript, Typescript, HTML, CSS, Python, Ruby,

Frameworks: React, Next.js, Gatsby

Tools: VSCode, JQuery, Bash, Sublime Text, Atom, Git, Github, Photoshop, Node.js, Amazon S3, Confluence, Mapbox, Make, Airtable

EDUCATION

General Assembly

Web Development Immersive Program

University of North Carolina Wilmington

MFA Creative Writing

Oklahoma State University

BA English Literature

INTERESTS

Piano, Creative Writing, Ham radio: KE2DZU, Cooking