

Paul Gasbarra

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OBJECTIVE

Senior Software Engineer with extensive experience building data-driven front-end applications using TypeScript, React, and Next.js. Developed a subscription-based platform with responsive Material UI interfaces and secure billing workflows, and overhauled site-wide user tracking to streamline analytics and boost job board visibility. Proven collaborator with backend teams to deliver scalable, user-focused interfaces for complex systems.

RECENT EXPERIENCE

Fixins Lunch

Mar 2024 - Present

Founder / Owner-Operator

New York, NY

- Founded Fixins Lunch, a subscription-based school lunch service that delivered fresh, kid-friendly meals to schools across northern New Jersey, showcasing front end development expertise and securing enrollment from multiple clients.
- Built and deployed full-stack platform using Next.js, TypeScript, Supabase (PostgreSQL), Prisma, and Vercel, integrated Stripe-Checkout for recurring billing and Supabase Auth for secure parent and admin access, facilitating secure login and recurring billing for parents.
- Developed the responsive UI with Material UI and integrated Supabase APIs, added Playwright tests for end-to-end testing, and configured Nodemailer for automated emails, improving user experience and ensuring consistent email communication.
- Created the Fixins brand identity and managed all business operations including menu planning, supplier coordination, licensing, and pilot program execution, resulting in a successful pilot that secured parental buy-in.

Pursuit

Jun 2024 - Apr 2025

Software Engineering Instructional Consultant (Contract)

- Mentored adult learners in full-stack development using Typescript, Python, React, and GitHub, guiding them to build technical and professional skills that led to interview invitations for software engineering roles.
- Designed and delivered curriculum on data structures, algorithms, database fundamentals (including PostgreSQL), and coding interview techniques, enabling learners to solve complex problems confidently under pressure.
- 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

Jan 2024 - Feb 2024

Contract Software Engineer

Remote

- Developed the multistep onboarding of an AI entertainment application using Next.js, React, Material UI, and Styled Components, delivering a responsive interface that streamlined user acquisition

The Muse

Dec 2021 - May 2023

Senior Software Engineer

New York, NY

- 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 such as CloudWatch Evidently to a React website, enabling measurement of new interactive feature performance and informing product decisions and feature adoption.
- Wrote technical briefs in Confluence based on product documentation, establishing clear technical direction for the engineering team and aligning development priorities, which helped reduce design ambiguities and speed up implementation

Intersection

Aug 2014 - Dec 2021

Senior Software Engineer

- Built a system that consolidates real-time train and bus arrivals, system alerts, PSAs, and ads for transit agencies serving 440 million annual riders, using Python, Django, AWS, and React, enabling riders to receive up-to-date information
- Created wayfinding applications for Hudson Yards, Port Authority, and New Rochelle using Mapbox and other mapping technologies, improving visitor navigation
- Built React applications for retail and museum spaces, including Wal-Mart and the Edward M. Kennedy Institute, which increased visitor engagement
- Combined near-field technology, WebSockets, React, and augmented reality to prototype a future shopping experience for Walmart, demonstrating feasibility and gaining stakeholder interest

- 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
- **Frameworks:** React, Next.js, Gatsby
- **Tools:** VSCode, Bash, Sublime Text, Git, Github, Photoshop, Node.js, Amazon S3, Confluence, Mapbox, Prisma, Stripe, Supabase, AWS, PostgreSQL
- **Core Competencies:** Front End Development, APIs

EDUCATION

General Assembly

Web Development Immersive Program

University of North Carolina Wilmington

MFA, Creative Writing

Oklahoma State University

BA, English Literature