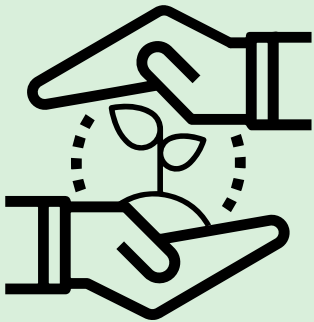


# GRUB & GO

## No Grub Left Behind

**We throw away too much food every day, which puts an enormous strain on our planet.**

*What if I told you we could turn food waste into business? With Grub & Go, we will not only allow people to make savings on quality food & groceries while having a positive impact on the environment, but we will turn that into a socially responsible, profitable venture. We are Grub & Go, a Social Impact Company driving the movement against food waste in the USA. Did I mention that we give back to our local food banks for every meal we save?*



We are looking for people who are willing to commit to this project in the long run - think next 5 years.

We are currently in need of a **frontend and backend developer(s)** who will be responsible with pricing and modeling the current needs for our application before our initial seed investment.

We also need a **marketer** with brilliant ideas who will be able to bridge our early growth's needs with networking, influencing and content creation.

You will have to believe in the idea and the ideals we represent as before funding, your only compensation will be future shares of the company - think of it as a percentage distributed over the next 5 years.



This is a passion project driven by a need for both social and environmental responsibilities. We are in the very early phase of the company's creation and I am looking for teammates & co-founders, not interns or employees. I will not promise you what every startup promises - you might or might not become an executive. However, we have to believe we will get there. You can learn more about the project on <https://www.grub-and-go.com>

If you are interested, please email me at [contact@grub-and-go.com](mailto:contact@grub-and-go.com) with:

*A brief description of who you are and what you stand for.*

*The reason why you would like to get involved in this project.*

*Your expectations regarding this project for the next year, and the next 5 years.*

**I will contact you back shortly afterwards.**