

# Adesh Pandey

Full-time Software Engineer

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**Portfolio:** [adesh-pandey.github.io/Portfolio](https://adesh-pandey.github.io/Portfolio)

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## Professional Summary

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Software Engineer who improved authentication latency by 20x and built an iOS app adopted by 60% of users. 3 years of experience specializing in React, TypeScript, Next.js, and Swift. Currently pursuing Bachelor's in Electronics Communication and Information Engineering while maintaining full-time employment at Synthesis, delivering high-impact features across web and mobile platforms.

## Experience

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### Software Engineer - Full-time

April 2023 - Present

#### Synthesis

US-based edtech startup

#### iOS Application Development

- Led development of Synthesis iPad app using Swift and WebView architecture, achieving 50-60% user adoption
- [View on App Store](#)

#### Authentication System Migration

- Migrated authentication from server-side to client-side architecture, improving page load latency by 20x

#### Account & Billing Systems

- Lead all account and billing systems with Stripe and Apple payment integrations. Built referral and affiliate programs. A/B testing infrastructure

#### Interactive Learning Tools

- Developed dozens of complex educational games and interactive widgets using React, Redux, and Framer Motion with optimized state management

#### Origin Story

- Started as a 2-week freelance project. Transitioned to full-time based on execution quality, delivery speed, and effective communication

## Technical Skills

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**Primary Stack:** Next.js, React, TypeScript, Redux, Tailwind CSS, tRPC, Framer Motion

**Backend & Tools:** Express, Node.js, WebSockets

**Mobile & Payments:** Swift, Stripe, Apple IAP

**Tools & Integrations:** Vercel, Statsig, Segment, Fullstory, Axiom

**Experimenting:** Rust, Go

## Education

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### Bachelor's in Electronics Communication and Information Engineering

Currently in 3rd Year, 6th Semester

#### Pulchowk Engineering Campus

Tribhuvan University, Nepal

## Open Source Contributions

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### Framer Motion

Identified and resolved critical type definitions issues following the Motion v2 package split. Submitted pull request that was merged and approved by project maintainer Matt Perry.

[View Matt Perry's Response →](#)

## Selected Projects

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### TrackTheTrap.com

Chrome extension for monitoring and managing YouTube usage. Provides visibility into video and Shorts consumption metrics with configurable count-based limits and automatic blocking functionality.

[Visit Project →](#)

### Pathfinding Algorithm Visualizer

Interactive visualization tool for pathfinding algorithms including BFS, DFS, and Dijkstra. Educational project demonstrating algorithm behavior with real-time visual feedback.

[Try the Demo →](#)