

Adesh Pandey

Software Engineer

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Portfolio: adesh-pandey.github.io/Portfolio

Professional Summary

Full-stack Software Engineer with nearly three years of experience building fast, reliable web and mobile products. I work mainly with React, TypeScript, Next.js, and modern frontend tooling, and I also have hands-on experience with backend systems, real-time applications, and mobile development using Swift. Alongside my engineering work, I'm pursuing a Bachelor's in Electronics Engineering at Pulchowk Campus. I've delivered projects ranging from authentication overhauls and platform infrastructure to interactive learning tools and iOS applications used by thousands of students.

Experience

Software Engineer - Full-time

April 2023 - Present

Synthesis

US-based edtech startup

Authentication System Migration

- Migrated authentication from server-side to client-side architecture, improving page load latency by 20x
- Significantly enhanced user experience across the entire application

iOS Application Development

- Led development of Synthesis iPad app using Swift and WebView architecture
- Achieved 50-60% user adoption, becoming the preferred platform for majority of users
- Responsible for ongoing maintenance and feature development
- [View on App Store](#)

Interactive Learning Components

- Developed dozens of complex interactive learning tools and educational games using React and Redux within Next.js
- Performance-focused React-based games with cross-platform compatibility and optimized state management

Full-Stack Platform Infrastructure

- Own all Account and Billing systems with Stripe and Apple payment integrations
- Built complete backend-to-frontend infrastructure for programs like referral, gift, affiliate and more

Initial Freelance Project

- Delivered 2-week freelance project building real-time interactive application with Framer Motion, React TypeScript, WebSockets, and Express (all of which were new to me)

- Transitioned to full-time role based on execution quality, delivery speed, and effective communication

Technical Skills

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

Backend & Tools: Express, Node.js, WebSockets

Mobile & Payments: Swift, Stripe, Apple IAP

Third-Party Integrations: Statsig, Fullstory, Axiom, Segment, Hubspot

Deployment: Vercel

Education

Bachelor's in Electronics Engineering

Currently in 3rd Year, 6th Semester

Pulchowk Engineering Campus

Tribhuvan University, Nepal

Concurrent with full-time software engineering work

Open Source Contributions

Framer Motion

Fixed missing type definitions that broke in newer versions after the Motion v11 package split. Submitted pull request that was merged and approved by project maintainer Matt Perry.

[View Matt Perry's Response →](#)

Matrix SDK (React Based)

Contributed UI bug fixes and styling improvements to the React-based Matrix SDK.

Selected Projects

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 →](#)

References

Clint Fix

Former Engineering Manager

Email: clint.fix@gmail.com

Adel Rodriguez

Senior Software Engineer, Colleague

Email: hello@adelrodriguez.com