

Adesh Pandey

Full-time Software Engineer

Location: Nepal

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Portfolio: adesh-pandey.github.io/Portfolio

Professional Summary

Full-time Software Engineer at Synthesis with nearly 2 years of experience building high-performance web applications and mobile platforms. Specialized in React, TypeScript, Next.js, and full-stack development. Currently pursuing Bachelor's in Electronics Engineering at Pulchowk Engineering Campus while maintaining full-time employment. Proven track record of delivering impactful features including authentication system migrations, iOS applications, and complex interactive learning components.

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 10x
- 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, Redux, and HTML 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 referral and affiliate programs
- Implemented A/B testing system for purchase modal experiments to optimize conversion
- Handle Android tablet support for both institutional and consumer user base

Initial Freelance Project

- Delivered 2-week freelance project building real-time interactive application with Framer Motion, React TypeScript, WebSockets, and Express
- Transitioned to full-time role based on execution quality, delivery speed, and effective communication

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

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 →](#)

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 →](#)

Sorting Visualizer

Interactive visualization of common sorting algorithms including Merge Sort, Quick Sort, Insertion Sort, Selection Sort, and Heap Sort with real-time animations.

[Try the Demo →](#)

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

Deployment: Vercel

Key Achievements

- Improved authentication system performance by 10x through architectural migration
- Built iOS application adopted by 50-60% of active users
- Developed dozens of production-ready interactive learning components
- Successfully transitioned from freelance to full-time position within 2 weeks
- Maintained full-time engineering role while pursuing engineering degree
- Contributed to major open source projects (Framer Motion, Matrix SDK)