

Adesh Pandey

Full-time Software Engineer

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Portfolio: adesh-pandey.github.io/Portfolio

Professional Summary

Software Engineer who improved authentication latency by 10x 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

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 10x

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

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

Bachelor's in Electronics Communication and Information Engineering

Currently in 3rd Year, 6th Semester

Pulchowk Engineering Campus

Tribhuvan University, Nepal

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.

Additional Technologies

Rust & Go for side projects and performance-critical applications

Built a space war themed game using Rust and the Bevy game engine

[View on GitHub →](#)

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 →](#)