

# Adesh Pandey

Full-time Software Engineer

**Location:** Kathmandu, Nepal

**Email:** [adeshpandey333@gmail.com](mailto:adeshpandey333@gmail.com)

**GitHub:** [github.com/Adesh-Pandey](https://github.com/Adesh-Pandey)

**LinkedIn:** [linkedin.com/in/adesh-pandey-45aa371bb](https://linkedin.com/in/adesh-pandey-45aa371bb)

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