

# Adesh Pandey

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)

**Twitter:** [@AdeshPandey420](https://twitter.com/AdeshPandey420)

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

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## Professional Summary

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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

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### 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, 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 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

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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

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

**Deployment:** Vercel

## Education

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### 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

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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 →](#)

### Matrix SDK (React Based)

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

## 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 →](#)

## References

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### Clint Fix

Former Engineering Manager

Email: [clint.fix@gmail.com](mailto:clint.fix@gmail.com)

### Adel Rodrigues

Senior Software Engineer, Colleague

Email: [adel@synthesis.is](mailto:adel@synthesis.is)