Prashant Man Gayak

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EDUCATION

Informatics College Pokhara — Pokhara, Gandaki, Nepal
Bachelor of Science in Computing (B. IT in CS) — **February 2020 - May 2023**

SKILLS SUMMARY

- **Languages**: JavaScript & (TypeScript), HTML, CSS, C#
- **Libraries**: ReactJs, NextJS, Redux, Redux Toolkit, React Query, Axios, Apollo Client, Jest, Cypress, SaSS, Tailwind, Styled Components, Babel, Webpack, JWT, React Router, REST API, Node.js, Express.js
- **Tools**: Git, GitHub, Node, NPM, Vite, Unit Testing (Jest & Cypress), Postman, Vercel, Firebase, Figma
- **Soft Skills**: Effective Communication, Analytical Thinking, Commitment to Excellence, and General SEO knowledge.

WORK EXPERIENCE

Frontend React Developer | Ticket Sewa — **June 2023 - Present**

- Worked in Organizer Portal for Ticketing Platform written in ReactJS using Micro Frontend Architecture. Adhered to agile methodologies and worked alongside the backend team for integration and testing.
- Created a state management system compatible with micro-services. Ensured code quality and scalability of the system by following modular programming principles.
- Developed an interactive map for location search and pinning coordinates using the leaflet library alongside OpenStreetMap as a cost-free map API solution.
- Collaborated with the mobile development team to develop UI / UX designs for the mobile app and organizer portal. Created 90+ pages in Figma.

Full Stack Developer | Code Soch — **January 2023 - March 2023**

- Worked on developing the Book-keeping System for the Bouldering and Wall climbing gym (WISH Adventure). Was responsible for the system design and development of the whole web application.
- Optimized the API calls by 70% using data caching and lazy query solutions.
- Deployed the entire web application on a Virtual Private Server (VPS) where the project was maintained and monitored.
- Added Report-Generation and Data Visualization features as per the project requirement expanded.

Game Developer | Yarsa Games — **December 2020 - September 2022**

- Worked on the Real Car Parking mobile game, which has over 100,000+ downloads on Google Playstore.
- Real Car Parking is a driving simulator mobile game with a progressive level system. Was responsible for creating the core vehicle physics and parking system.
- Integrated the art assets in the game environment using Prefabs and Level Design. Implemented custom gear-shift mechanics to suit the gameplay.

PROJECTS

Ticket Sewa Organizer Portal — **June 2023 - Present**

- This is an event-management portal for Ticket Sewa's event partners where the user is able to map out the venue, create an event, track analytics, and manage users.
- The entirety of the project was built in React along with Tailwind and MaterialUI for component design, Apex Charts for data visualization, Jest and Cypress for testing and JWT for Single Sign-On authentication and authorization.
- It leverages the state management system provided by Redux Toolkit with its pre-packaged data-fetching library, RTK Query. These libraries handled the API requests, data fetching and data caching of the whole project.

HysabSoch | Freelancing Project — **January 2023 - March 2023**

- Developed a full-fledged book-keeping web application from scratch, from database modeling to API endpoints to client integration and user authentication.
- Technologies used are React 18, React Router, Apollo Client, Material UI, Tailwind, CRA, and NPM for the frontend. NodeJS, ExpressJS, GraphQL, MongoDB, and JWT for backend setup and PuTTY and aaPanel for VPS deployment.
- Implemented features like authentication, report generation, data visualization, form validation, and user management.

Diabetes Prediction Application | College Project — **June 2023 - Present**

- Developed a software solution for the medical sector which detects Diabetes in an individual based on the medical history. It leverages the Linear Regression algorithm assuming a linear relationship between several bio-markers (BMI, age, blood pressure, etc.)
- Technologies used are React18, React Router and Tailwind for the frontend. Python, Django, Scikit-Learn, Pandas for the backend setup and model training and Kaggle for the dataset.
- The web application has a relatively low accuracy of 78% due to the small scale of the dataset available to train the model.