



PRASHANT MAN GAYAK

Web Developer

WORK EXPERIENCE

T. S. Organizer Panel (Front End) (Jun 2023 - Jan 2024)

Ticket Sewa Pvt. Ltd. | Pokhara, Bindhyabasini Marg

- Used Ant Design for UI components and layout, Apex Charts for data visualization, and Material UI for tables, forms, and calendars.
- Developed an interactive map for location search and pinning coordinates using the leaflet library alongside OpenStreetMap as a cost-free map API solution.
- Designed a single sign-on (SSO) authentication and authorization system.
- Created a state management system compatible with micro-services using Redux Toolkit.
- Developed a grid-based seating system for mapping out venue seats.
- Designed UI prototypes for the Organizer panel and Mobile App using Figma.
- Maintained constant communication and collaboration with a diverse team for efficient workflow and knowledge sharing.

Hysab Soch (Full Stack) Jan 2023 - Mar 2023

Wish Adventure Pvt. Ltd. | Pokhara, Lakeside

- Followed proper SDLC (Software Development Life Cycle) practices through market research and customer inquiry.
- Developed the backend of the bookkeeping system through proper database modeling of software requirement specifications.
- Utilized GraphQL to create APIs for data retrieval, posting, and searching.
- Implemented JWT (JSON Web Tokens) for authentication and authorization.
- Designed and implemented a state management system using Apollo Client, facilitating efficient management of local and online data with features like caching, lazy query, and optimistic mutation.
- Incorporated data visualization using the ReCharts library, and implemented forms and tables using Material UI and Formik.

Real Car Parking (Game Dev) (Dec 2020 - Sep 2021)

Yarsa Games | Lekhnath

- Integrated the Universal Vehicle System package for the base vehicle system setup and Unity's in-built physics components for customization.
- Developed an in-game notification system for enhanced user engagement.
- Implemented a parking system utilizing C# events and delegates for optimized functionality.
- Practiced project management methodologies, particularly AGILE, using Taiga for efficient teamwork.
- Applied SOLID principles to ensure scalability and modularity of the codebase.
- Utilized game theory for Level Design, enhancing the gameplay experience.

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Pokhara - 16, Batulechaur

EDUCATION

High School Education

Gandaki Boarding School

2018 - 2020

Bachelor Of Science in Computing

Infomatics College Pokhara

2021 - 2023

SKILLS & EXPERTISE

- Web Devepment, SDK Integration
- JS, TS, React, NextJS, ExpressJS, NodeJS
- Redux / Redux Toolkit
- Sass, TailwindCSS, Material UI
- REST API, MVC, MVVM
- CLEAN Arch. , SOLID Principle
- Git / Version Control
- UI / UX Design (Figma)
- Software Development Life Cycle
- Unity, C#, OOP

REFERENCES

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