

# Prashant Man Gayak

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## EDUCATION

Informatics College Pokhara

Bachelor of Science in Computing (B. IT in CS)

Pokhara, Gandaki, Nepal

February 2020 - May 2023

## SKILLS SUMMARY

- **Languages:** TypeScript & (JavaScript), C#
- **Framework & Libraries:** ReactJs, NextJS, React Native, Tanstack Query, Axios, Zustand, Context API, Redux, Framer Motion, React Hook Form, Zod, TailwindCSS, RadixUI, MUI, ApexCharts, JWT, REST API, Node.js, Express.js
- **Tools:** Git, GitHub, Node, Jest, Figma, Postman, Vercel, Firebase, MySQL, Prisma
- **Soft Skills:** Effective Communication, Analytical Thinking, Commitment to Excellence, and SEO knowledge.

## WORK EXPERIENCE

Frontend / Mobile Developer | [Lecturely.AI](#)

October 2024 - Present

- Led the design and implementation of the landing page for [Lecturely.ai](#) using modern libraries (Next.js, Radix UI, Tailwind CSS, Framer Motion) to effectively present an AI-powered note-taking solution.
- Worked on the core features such as notes, flashcards and quizzes generation and overall state management of the mobile with Zustand and Tanstack Query for the [Lecturely app](#).

Frontend Developer | [FATDOG LABS](#)

July 2024 - September 2024

- Developing the communication and reporting portal for [Hayat Biotech](#), UAE-based global healthcare solutions.
- Worked on creating an advanced form management and form generation for the communication portal to carry out medical trials.
- Developed and maintained the enrollment management system for [ITS Education Asia](#) a multi-national education platform, enhancing user experience and functionality.

Frontend Developer | [Ticket Sewa](#)

January 2023 - July 2024

- Developed the Organizer Portal for a ticketing platform using ReactJS and Micro Frontend Architecture, following agile methodologies and collaborating closely with the backend team for integration and testing.
- Created a modular state management system compatible with microservices and built an interactive map for location search and coordinate pinning using the Leaflet library with OpenStreetMap as a cost-free API solution. Optimized the API calls by 70% using data caching and lazy query solutions.

Game Developer | [Yarsa Games](#)

December 2020 - September 2021

- Developed the major game mechanics of [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

[HysabSoch](#)

- Developed a full-fledged book-keeping web application from scratch, from database modelling 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 front end. 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.

[Ticket Sewa Organizer Portal](#)

- This is an event-management portal for Ticket Sewa's event partners where the user can 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 for unit 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.