Pontus Hogler

Experience with: Next.js, TypeScript, JavaScript, C#, Node.js (Express), React, Redux & Context, Tailwind & SCSS, Prisma (ORM) + MongoDB, PostgreSQL, Firebase & Firestore, Supabase, WebSockets, Clerk, Redis, Git, Vite, Framer Motion, Blender, Unity, Substance Painter, WordPress, Figma, Canva.

Skill Confidence

Skill	Confidence
Nextjs (15)	95%
TypeScript	80%
JavaScript	80%
Tailwind	85%
Git	95%

Contact

- Github.com/chvlpont
- Stockholm, Sweden
- pontus.hogler@hotmail.com
- Linkedin.com/in/pontushogler

Education

School	Role	Years
KYH	Front-End Developer	2023 — 2025
Nackademin	XR Developer	2021 — 2023
JENSEN	Trading & Admin	2013 — 2016

Portfolio

- https://pontushogler.vercel.app/

Languages

Language	Level
Swedish	100%
English	95%

Developer Career

Image Identifier - (AI, Micro SaaS) `Live`

Front-End Developer

Next.js, React, TypeScript, Tailwind, OpenAI API (GPT 5), Upstash (Redis) SEO, Google Adsense, 125+ Identifiers and used by over 278,000 users.

ImageIdentifier is an AI tool that instantly identifies objects, animals, plants, people and more with speed, accuracy and privacy.

Webbyro - Co-Founder `2024 Aug — Present`

Full Stack Developer

Next.js, TypeScript/JavaScript, HTML/CSS, Tailwind, Supabase, SEO

Webbyro is a project I run together with my older brother and a friend. We have previously built affordable websites for businesses, but we now focus on developing an AI product (imageidentifier.ai).

Knowingly `2025 Mar — 2025 Jun`

Full Stack Developer - Intern

TypeScript, Next.js, PostgreSQL, Supabase, Prisma, Tailwind CSS

I worked on Knowingly, an AI-powered community platform that helps people connect more easily. I enhanced the app by improving existing functionality and implementing new features on both the frontend and backend.
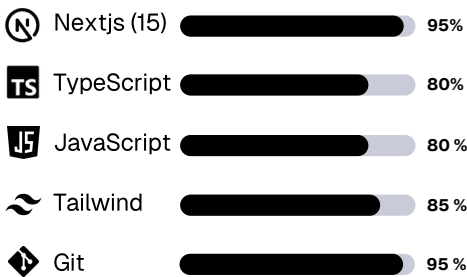
Vobling `2022 Dec — 2023 May`

XR Developer - Intern

Unity, C#, Blender, Adobe Substance Painter, Jira

Worked on Vobling's VR Fire Trainer, a VR fire safety simulation. I worked on simulations and effects like smoke, fire, burn marks, and different types of fire extinguishers. I also created 3D environments and did coding with C#.
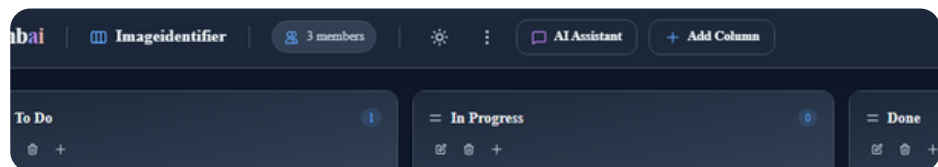
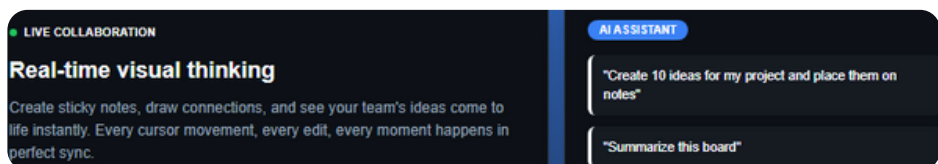---

Projects

Kanbai (AI)

https://kanbai-web.vercel.app/

AI-powered kanban board: Next.js, TypeScript, Supabase, PostgreSQL, Tailwind, WebSockets, Dnd, Framer motion, Groq API (Llama 3.3)

FlowAI (AI)

https://flowai-inky.vercel.app/

AI-powered whiteboard collaboration tool: Next.js, TypeScript, Supabase, PostgreSQL, Tailwind, WebSockets, Dnd, Groq API (Llama 3.3)