



Gunnar Omander

Web Developer

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🔗 <https://gomander.dev>

Profiles

🌐 [gomander](#)

🌐 [gunnar-omander](#)

Languages

English

native speaker



Swedish

fluent



Skills

JavaScript / TypeScript

WebJS & Node.js



HTML



CSS, SCSS, Sass



React



Vue



Angular



Svelte + SvelteKit



TailwindCSS



SQL



Python



Rust



Google Cloud Platform



Git



Summary

I grew up in Silicon Valley, which might be why I've always been so fascinated by computers and what makes them tick. At 12, I made my first game in Scratch. Soon thereafter, I was coding mods for Minecraft, which is where my love of programming really took off. In high school, I learned Java and Python and even built my own computer. Since then, I've gotten into web development, and become *really* good at it.

Experience

OmanderConsulting

April 2021 - Present

Software Engineer

At OmanderConsulting, I develop and maintain Wheel of Names, a website that gets 500 000 users every day, where you can spin a Wheel-of-Fortune-style wheel to pick a random result from a list of texts.

Wheel of Names is built with Vue and TypeScript / JavaScript. We run the website on Google Cloud Platform (GCP), and manage builds and releases with continuous integration and continuous deployment (CI/CD) scripts using GitHub Actions.

Coolstuff

January - May 2024

Student Web Developer

🔗 <https://coolstuff.se>

As part of my education at Medieinstitutet, I did a 16 week internship at Coolstuff as a web developer, where I used Svelte and TypeScript to enhance their e-commerce platform.

At Coolstuff I also built a proof-of-concept AI-powered product recommendation tool using the OpenAI API and a vector database in Supabase, a configurable and reusable Easter egg hunt mini-game using a content management system (CMS), as well as internal dashboards for managing personalized product prints.

Sprinta

October - December 2023

Student Web Developer

🔗 <https://sprinta.se>

As part of my education at Medieinstitutet, I did a 10 week internship at Sprinta as a front-end web developer, working on a platform for tendering and procurement in Angular.

Education

Medieinstitutet

September 2022 - May 2024

Front End Developer

Higher Vocational Education

<https://medieinstitutet.se>

I graduated from Medieinstitutet at the top of my class. Through the program, I built upon my web development skills and learned TypeScript, React, SQL, and API development.

Los Altos High School

2015 - 2019

At Los Altos High School, I took AP STEM classes, and particularly excelled in computer science, where I picked up Java, and more generally, object-oriented programming.

Projects

Wheel of Names

April 2021 - Present

Random wheel spinner

<https://wheelofnames.com>

Wheel of Names is built with Vue and TypeScript / JavaScript, hosted on GCP, and built and deployed with a CI/CD pipeline in GitHub Actions.

Wheel of Names Discord bot

June 2022 - Present

Wheel of Names in Discord

<https://wheelofnames.com/faq/discord-bot>

The Wheel of Names Discord bot receives slash commands using an Express server, then uses a Rust backend to render a GIF of the wheel and send it straight into your Discord chats.

Svelte Wheel

November 2023 - January 2024

Thesis work

<https://sveltewheel.com>

I used this project to learn Svelte and SvelteKit by rewriting Wheel of Names from scratch in a vastly different tech stack.

DARCI.gg

January 2023 - July 2024

Game data visualizations

<https://darci.gg>

DARCI.gg is a tool for visualizing data about players and items from the game Destiny 2.

AI Chat App

March - September 2024

<https://github.com/gomander/ai-chat-app>

This simple chat app allows you to change the system prompt, model, and even model provider at any time, even mid-conversation.

Rust Discord AI Chatbot

September 2024

<https://github.com/gomander/discord-rust-bot>

This Rust app uses the Discord and OpenAI APIs along with a Supabase Postgres database to respond to Discord messages.