

ARAM SARGSYAN

phone 213-352-0951

aramsargsyan990@gmail.com

[LinkedIn](#)

[Github](#)

SKILLS: Ruby, Ruby on Rails, JavaScript, jQuery, React, Redux, SQL, HTML5, CSS3, Git, MongoDB, Express, Node.js.

PROJECTS

RedFlix - clone of Netflix, *Ruby On Rails, PostgreSQL, React/Redux, SCSS, HTML 5*

[Live Site](#) | [Github](#)

- Designed a database that creates Active Records and Active Storage associations for movies, actors and genres and gives many opportunities for sorting movies and creating new genres. Built RESTful backend routes and controllers to fetch movies and genres efficiently, avoiding n+1 queries.
- Came up with a sample movie column idea in the movie-list table which only fetches only selected movies of the genre, avoiding inquiring every movie in the database.
- Based on the complexity of the database, implemented well-structured Redux state that stores movies and genres and provides flexibility in rendering front-end React components..
- Implemented an innovative way of building “My List” functionality by allocating a special spot for “my-list” in the genre table and filling it with movies from “user-move” joins table, which allows to treat “my-list” as another genre on the frontend level and increase the flexibility of the project.
- Utilized React to create interactive carousels, scroll and hover effects that enhance the user experience.

2020 - Twitter data visualization, *Mongo, Express, React, Node, OAuth authentication, Git workflow*

[Live Site](#) | [Github](#)

- Created a multi-level OAuth API call that gathers tweets from the Twitter API, then uses a data sentiment analysis engine to process those tweets and sends the ready information to the frontend.
- Designed a user-comment database MongoDB relation that allowed to implement a chat-box functionality for the application.
- Created a Redux State and Search React component that controls the rendering logic of the application and smoothes the interval between pressing the search button and waiting for the search results to display.

Matroshka - a game about a Russian doll collecting eggs, *vanilla JavaScript, Canvas, HTML5, CSS*

[Live Site](#) | [Github](#)

- Wrote a custom algorithm that renders obstacles randomly and in an increasing difficulty.
- Using Canvas API created attractive animations that give the game very appealing retro feel.
- Added a throttle effect on the keyboard using setTimeout asynchronous function so the gamer can not break the game by pressing the keys too fast.

EXPERIENCE

Marketing Specialist

SAS Group, Aug 2013 - Dec 2014

- Conducted an extensive market research using quantitative and quality data analysis tools that resulted in implementation of a new customer loyalty program.
- Organized and supervised 50+ product promotions, and designed EXCEL tools to track the efficiency of those programs resulting in 100%-200% sales increase for the promoted positions.

Lead Economist

Yerevan City Municipality, Feb 2012 - Dec 2013

- Worked on analyzing the effectiveness of the city budget, contributed to decreasing next year's budget by 5%.

EDUCATION

App Academy - Immersive software development course with focus on full stack web development (Spring 2019)

Armenian State University of Economics - *BS - Marketing* (Spring 2010), *MS - Marketing* (Spring 2012), *Ph.D - Marketing and Economics* (Spring 2015).

LANGUAGES

Russian, English, Armenian.