# Eric Lynn Sayer

me@ericsayer.com || 801.949.3612 || Magna, UT 84044

Github: <a href="https://github.com/sayex">https://github.com/sayex</a> LinkedIn: <a href="https://www.linkedin.com/in/eric-sayer-b6272591/">https://github.com/sayex</a> LinkedIn: <a href="https://www.linkedin.com/in/eric-sayer-b6272591/">https://www.linkedin.com/in/eric-sayer-b6272591/</a>

Portfolio: https://sayex.github.io/Responsive-Portfolio/

### **Summary**

Lifelong lover of Tech and has 12 years experience in various IT backgrounds. Bootcamp projects and in class work has given the knowledge to perform the skills needed. Experience in HTML, JavaScript, and SQL. In Bootcamp received Most Awe-Inspiring, Best UI/UX, Use of Tech, and Most Creative awards. Currently seeking a Full time Web Developer job.

#### **Technical Skills**

MS SQL Server, Exchange Server 2010, Lotus Notes, SQL Report Service, PHP, MySQL Server, ISS/ Apache, Active Directory, FTP, HTML, DNS, DHCP, JavaScript, CSS, BootStrap, Firebase, Git, GitHub, JQUERY, NODE.js, AXIOS, API's, REST, AJAX

# **Applications / Projects Built**

GreenLight Github: <a href="https://github.com/sayex/Green-Light">https://github.com/sayex/Green-Light</a> Live: <a href="https://github.com/sayex/Green-Light">GREENLIGHT</a>

Project Goals

- Front end project required utilizing Javascript, JQUERY, and AJAX.. Our group used Spotify API and Bands In Town API to create our application.
- We used team coding to make sure everyone knew how everything worked and build on each of our strengths. Utilizing new technology of Node.js, popovers.js.
- Project Role
  - Eric Sayer: QA APIs, back end design, and team coding. Coded Spotify Oauth, node.js and Bands in town API, group coding on Spotify API

**TrivaGame** Github: https://github.com/sayex/trivagame/ Live: Trivia Game

- Project Goals
  - Create a website to use Javascript timers Choose a category and create questions for the user to guess correct answers too.
  - Once game is over display number of correct/incorrect guesses and an option to restart the game.
  - The game restart should not refresh the page but start the game again.

RPS Multiplayer Github: <a href="https://github.com/sayex/RPS-Multiplayer">https://github.com/sayex/RPS-Multiplayer</a> Live: <a href="https://github.com/sayex/RPS-Multiplayer">RPS Multiplayer</a> Github: <a href="https://github.com/sayex/RPS-Multiplayer">https://github.com/sayex/RPS-Multiplayer</a> Came

- Project Goals
  - Create a website for a multiplayer Rock Paper Scissors game.
  - Make the game sync the on two browsers.
  - Use Javascript, Jquery, and Firebase languages.

#### **Work Experience**

#### Regional Manager Executive Assistant, Toys R Us, Rialto California Sep. 09 – Sep. 18

- In house technical support
  - Supported 20+ District Managers equipment and application needs, Supported 120+ Stores with advanced technical help on reports and equipment, Extension of HQ technical support in Wayne NJ
- Perform administrative tasks for the Regional Manager
  - Expense Reports, Setup Conference Calls with Stores, Track Expenses of Stores, Track Attendance of Store Managers, Track project execution of Stores through completion.
- Build custom reports to be ran on a daily basis using excel and SQL. Trained office staff on how to do basic queries in SQL.
- Detailed Oriented and deadline driven, Fast learner and able to efficiently train and teach others, Collaborate and brainstorm well with colleagues.

# Technical Consultant level II, ADP Lightspeed, Salt Lake City Utah Oct. 06 – Feb. 09

- Taught internal training classes to new hires on company's database structure, SQL statements, features
  of the LightspeedNXT software and the interaction between the database and the software. Troubleshoot
  and trained ADP Lightspeed customers.
- Assisted other ADP Lightspeed employees with customer support and other work related issues, utilizing critical thinking skills and root cause analysis.
- Created "Best Practice" documents for Dealerships to use
- Created and helped manage "Change Requests" for the software.

#### **Education**

- University of Utah Coding Bootcamp, Salt Lake City, UT
  - o U of U Full-Stack Web Developer Boot camp.
  - 24 week intensive course focusing on MERN (Mongo, Express, React, Node) coding development.