Eric Ashmore

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PROJECTS

Goodgames *(Rails, Backbone)* | live | github
Site for finding, recommending and reviewing video games. Inspired by Goodreads.

- User can add and remove games from a Recommendation list that is publically viewable by all users
- Game database populated by information and images consumed from the Giantbomb API
- Reviews and Comments share a Reviews table via polymorphic associations to keep database normalized

Super Lazer Girl GO!!! *(JavaScript, Phaser)* | live | github
An arcade-style runner game built on JavaScript and Phaser, a HTML5 game framework.

- Animated player sprite jumps over, ducks under, and punches through obstacles and enemies
- Work in progress

Ruby Minesweeper *(Ruby)* | github
The classic game Minesweeper written in Ruby and played using the command line.

- Built using OOP principles
- Use serialized YAML to save and load game progress

SKILLS

Ruby, JavaScript, Ruby on Rails, Backbone, HTML, CSS, jQuery, SQL, git

EXPERIENCE

Chemist – *Advanced Botanical Consulting & Testing Inc. (May 2014 – November 2014)*
- Managed the testing of various food products and vitamins to verify conformity to FDA regulations
- Promoted from Lab Assistant to Chemist
- Oversaw team of 12 in the cleaning and general upkeep of lab workspace and equipment

TPERP (Tidepool Protection, Education and Restoration Program) Volunteer - *Cabrillo National Monument (August 2012 – September 2013)*
- Volunteered as a docent 2-3 times a week to educate hundreds of visitors about the biodiversity and ecosystem of the rocky intertidal
- Initiated and led a five month study on the impact of human visitation on intertidal species abundances

EDUCATION

App Academy *(Summer 2015)*
Immersive, full stack, web development course with an emphasis on coding style and best practices. Acceptance rate < 5%.

University of California, San Diego
B.S. Environmental Systems: Ecology, Behavior, and Evolution, 2013
GPA 3.1