Refatorando o Controller ProjectEdit.js

angular.module('app.controllers')  
 .controller('ProjectEditController', ['$scope', '$location', '$routeParams', '$cookies', 'Project', 'Client', 'appConfig',  
 **function** ($scope, $location, $routeParams, $cookies, Project, Client, appConfig) {  
  
 Project.get({id: $routeParams.id}, **function**(data) {  
 $scope.project = data;  
 Client.get({id:data.client\_id}, **function**(data){  
 $scope.clientSelected = data;  
 });  
 });  
  
 //retornando os status de app config  
 $scope.status = appConfig.project.status;  
  
 $scope.save = **function**() {  
 **if**($scope.formProject.$valid) {  
 $scope.project.owner\_id = $cookies.getObject('user').id;  
 Project.update({id: $scope.project.id}, $scope.project, **function**() {  
 $location.path('/projects');  
 });  
 }  
 };  
  
 //QUANDO FOR SELECIONAR NOVAMENTE PEGAR O NOME E JOGAR  
 $scope.formatName = **function** (model) {  
 **if**(model){  
 **return** model.name;  
 }  
 **return** "";  
 };  
  
 $scope.getClients = **function** (name) {  
 //$promise - trava a execução do javascript ate os dados serem retornados  
 **return** Client.query({  
 search:name,  
 searchFields:'name:like'  
 }).$promise;  
 };  
  
 $scope.selectClient = **function** (item) {  
 $scope.project.client\_id = item.id;  
  
 };  
  
 }]);

Project/Edit.html

<div class="form-group" ng-class="{'has-error': !formProject.client\_id.$valid && formProject.client\_id.$touched}">  
 <label class="col-md-4 control-label">Client</label>  
 <div class="col-md-6">  
 <input type="text" class="form-control" name="client\_id"  
 typeahead="o as o.name for o in getClients($viewValue)|limitTo:10"  
 typeahead-input-formatter="formatName($model)"  
 typeahead-on-select="selectClient($item)"  
 ng-model="clientSelected" />  
  
 <div ng-messages="formProject.client\_id.$error" class="help-block" ng-show="formProject.client\_id.$touched">  
 <div ng-message="required">Campo obrigatório!!</div>  
 </div>  
 </div>  
</div>