Eric Savadian

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Projects MEEPLE.SPACE (Rails, Backbone.js)

LIVE | GITHUB

Board game community for playing and hosting games. Inspired by Meetup.

- Backbone.js app built on RESTful Rails JSON API.
- Utilizes Google Maps API and Geocoder to allow location-based search and maps.
- Populates game database by pulling information from an external XML API
- Implements image file upload and storage on AWS S3.

SNAKE (JavaScript, jQuery, CSS)

LIVE | GITHUB

Browser version of the classic game Snake built with JavaScript and jQuery.

- Dynamically updates player score.
- Snake wraps around both axes of game grid.

NONOGRAMS (JavaScript, jQuery, CSS)

LIVE | GITHUB

Browser-based picture logic puzzle game built with JavaScript and jQuery.

- Contains 45 unique levels of varying difficulty.
- Modular design simplifies feature additions and changes to the codebase.

ARLITEORM (Ruby, SQLite3, ActiveSupport)

GITHUB

Object-Relational Mapping using Ruby metaprogramming. Inspired by ActiveRecord.

- Associates models with belongs_to, has_one, has_many, and through relations.
- Queries database while protecting against SQL Injection attacks.

Skills

Ruby, Rails, JavaScript, Backbone, HTML/CSS, jQuery, AJAX, SQL, RSpec, Git

Experience

HELPDESK TECHNICIAN – 1/2014-3/2015

HARGRAY COMMUNICATIONS, HILTON HEAD, SC

Reduced outages by 50% for service area covering over 50,000 customers.

TECHNICAL LEAD – 1/2009-12/2013 SUPPORT.COM, REMOTE

- Trained and one-on-one mentored over 500 Solutions Engineers.
- Maintained Top 1% metrics across the entire group.
- Played key role in "A-Team" that led all pilot programs and on-boarded new clients.

Education

APPACADEMY - 2015

Immersive, full-stack web development training program (acceptance rate < 5%)

STATE UNIVERSITY OF NEW YORK AT BUFFALO - 2002-2003

B.S.Physics. Some coursework completed. Left for financial reasons to pursue career.