

Eric Savadian

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[GitHub](#) [LinkedIn](#) [Portfolio](#)

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

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

Some coursework completed. Left early for financial reasons to pursue a career.