

Client: NDA
Industries: Telecom
Region: USA, Boston

PROJECT TYPE

HRM

TECHNOLOGIES

Ruby On Rails 4.0, HTML5,
MySQL, AngularJS

DURATION

18 months

METHODOLOGY

Scrum

TEAM

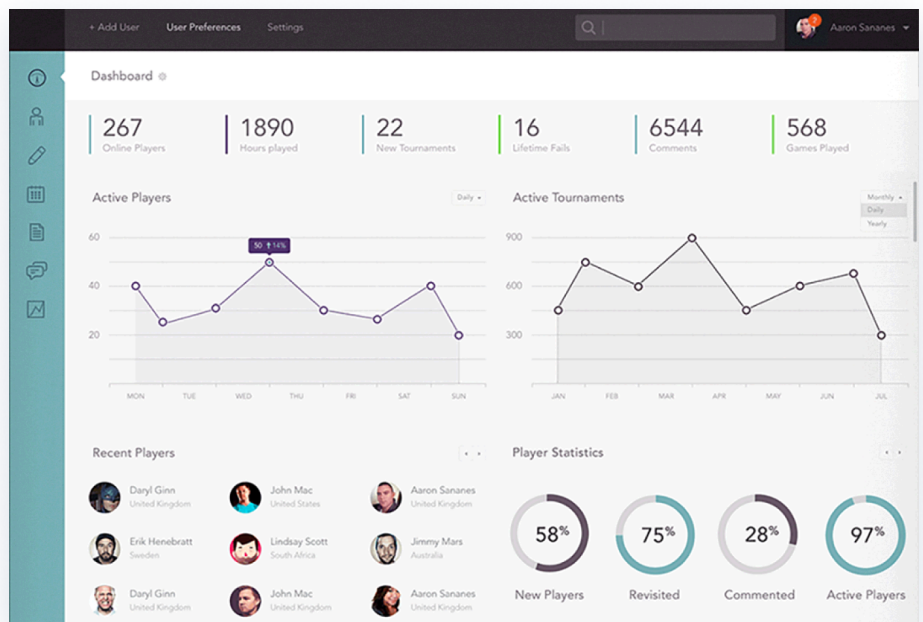
3 ROR Developer
1 Senior Developer/Team Lead
1 Part-time Scrum Master

HRM System Development

Today such type of SaaS solutions as an HRM (human resource management) system is a necessity for any company having more than 10 employees.

The Client is a fast-developing US startup, which has a successful experience of development and retail of several SaaS systems.

In addition, the company decided to expand its SaaS collection with an HRM system.



Business challenge

The Client is an experienced startuper at the US market. It has a successful experience of introduction and retail of several Saas systems.

The Client has gathered a team consisting of business analysts and a designer to plan and designed the future HRM system. The company was looking for professional team of developers.

Our solution

Being based on the Scrum methodology, the development process was divided into 2-month releases and 2-week sprints.

We have developed the whole system using the Ruby on Rails 4.0 framework. The rich UI was realized with the help of the AngularJS framework, the system is also optimized to the mobile platforms.

The solution was deployed on the Heroku cloud system to reach the system's scalability depending on the load.

What's now?

The system was developed in the full functionality according to the Client's preferences including scalable employees profiles, tight integration with social networks and gamification elements.

As a result, the company extended its SaaS services line with an HRM system which allowed the Client to enter the market of HRM service providers and to increase sales per customer by offering the service to the clients using other solutions of the company.

The product is successfully put on the US market. At this stage, the Client is undertaking extensive marketing activities and planning new functionality implementation.

Periodically we work on the functionality expansion.