

# Tiger Oakes

Software Programmer

---

## Contact



Mailbox 481  
2525 West Mall  
Vancouver, BC V6T 1W9



+1 253 778 6251



tigeroakes@gmail.com

---

## Experience

### Software Developer (self-employed)

2012 – Present

Developed a variety of software projects, sometimes working for clients

### Chief Technology Officer at OML Contracting Co

2009 – 2015

Managed email system, developed website, troubleshoot computer issues, and worked on a many other tasks for OML Contracting Co and its employees

---

## Education

Undergraduate

University of British Columbia

Computer Science – Bachelor of Science

2015 – 2020 (expected)

High School

Myron B. Thompson Academy

Graduated with Honors

2011 – 2015

---

## Skills

### Software

Websites  
Mobile Apps  
Games

### Programming

Front-end development  
Back-end development  
UI / UX  
Optimization

### Languages

JavaScript  
C#  
Java  
Lua  
Python

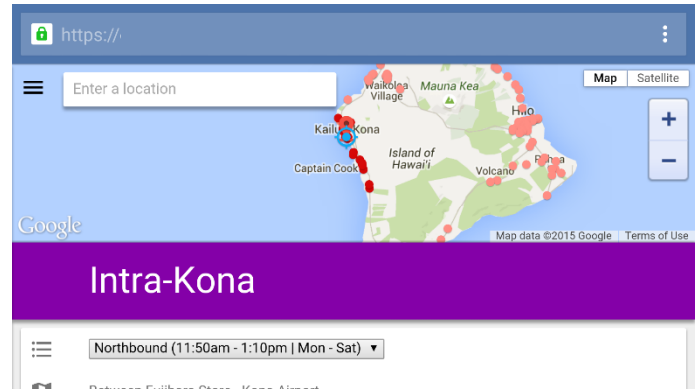
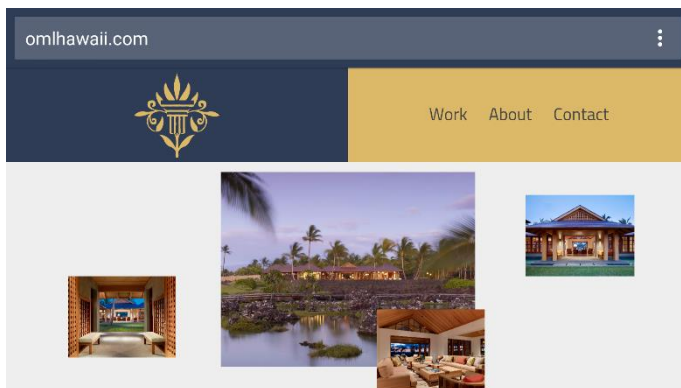
## Big Island Buses

### Bus Schedule Software

App for riders of the bus in Hawaii, upgrading their basic paper schedules into digital form. The app is designed to load and run quickly, and cache itself so users can access the website while offline. The backend is designed so the schedule data can be uploaded to Google Maps and other map systems.

**Role**  
Development

**Client**  
Built for County of Hawaii



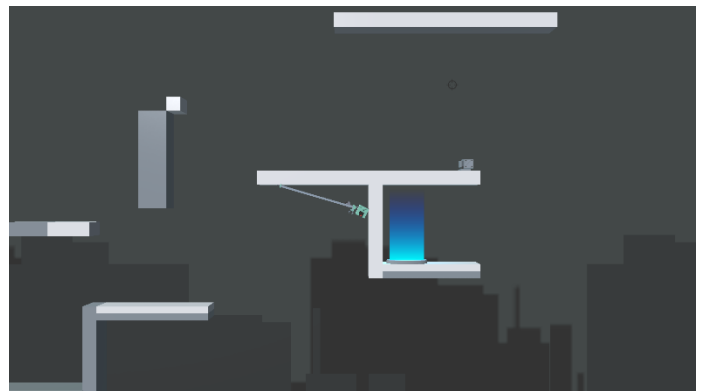
## OML Contracting Co

### Portfolio - omlhawaii.com

I worked with OML Contracting to redesign their portfolio. We settled on a design using animation to direct attention to the building photos. The site is designed to hide loading times by quickly downloading enough code to display the basic site, then running in the background to add on additional functionality and design.

**Role**  
Design, Development

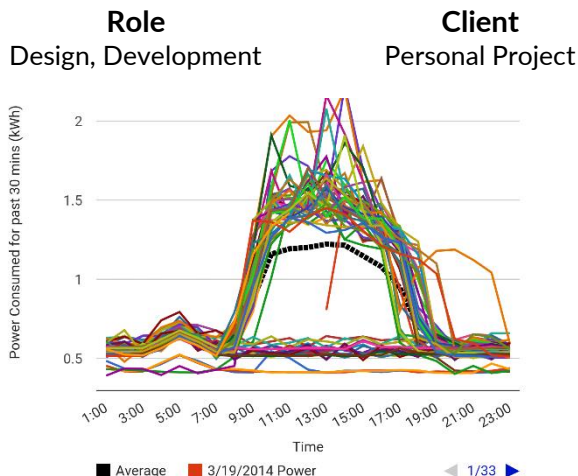
**Client**  
OML Contracting Co



## Latch On

### Video Game - tigeroakes.com/gametest

Latch On is a prototype game I developed which focuses on using a grappling hook to navigate puzzles and platforms. Using the Unity engine, the game can run quickly on a variety of platforms to accommodate the speedy gameplay.



## MBTA Energy

### Interactive Information

To visualize data generated by electricity monitoring devices, I wrote a site that could read files generated by systems in MBTA and transform them into graphs. Data could be filtered to show mean power usage, and custom files could be uploaded without the need to update the server. Using this program, students were able to identify odd electricity usage, such as a spike in power used by the refrigerator at 4am.

**Role**  
Conception, Development

**Client**  
Built for MBTA STEM class