

## SHAWN A. OAKLEY

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### PROJECTS

#### PSEUDOOWUFOO

October 2013

<http://www.formcreatorproject.net/>

[https://github.com/ShawnOakley/form\\_generator\\_app](https://github.com/ShawnOakley/form_generator_app)

A partial clone of Wufoo (<http://www.wufoo.com/>). It is a Rails application that dynamically generates HTML forms based on user input. Users can select amongst various pre-generated formats for the rendered forms. Integration with SendGrid allows forms to be emailed to multiple targets, either as code, the rendered form, or both. All of the forms (both the raw code and rendered versions) are generated by a call to a single method. The method, which resides in a module, itself consists of a single call to “form\_for.” Within that block, helper methods generate header and footer methods. The various input fields are generated by calling send, with the first parameter being “form\_for” helper method name (e.g., “check\_box\_tag”, “text\_field\_tag”, etc.). Future plans include support for storing form responses on the app's servers, basic analytics, and a file upload field (likely supported via the “file\_field\_tag” helper method).

#### ASTEROIDS

September 2013

<https://github.com/ShawnOakley/Asteroids>

A Javascript game based on the classic game. It implements collision detection and bouncing amongst the asteroids, score-keeping, displaying multiple lives, variable speeds and targets fracturing into smaller asteroids upon a successful hits. The sprites for the various game components are taken from outside images. The bounce mechanic implements a collision-check which looks one-step ahead for each moving-object. Otherwise, the program runs the risk of drawing overlapping moving objects and *then* running the collision-check (and subsequent bounce). This results in static objects, as they are perpetually “bouncing” off one another. This implementation avoids that issue.

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### SKILLS AND EXPERTISE

Languages: *Ruby, Python, CSS, HTML, jQuery, Javascript, SQL, Perl, Java*

Frameworks: *Ruby on Rails (MVC), Backbone.js (MV\*)*

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### EDUCATION

**COLUMBIA UNIVERSITY SCHOOL OF LAW**, *New York, NY*

J.D., November 2009

Vis Moot Court for International Commercial Arbitration (2006 – 2007)

*Columbia Science and Technology Law Review*, Staff Position (2007 – 2008)

**UNIVERSITY OF LONDON, SOAS**, *London, UK*

LLM, *Graduated with Merit*, November 2009

Thesis: The Use of Legal Trade Remedies in U.S./China Trade Diplomacy

**NEW YORK UNIVERSITY**, *New York, NY*

MS, Biology, June 2006, GPA: 3.82

Thesis: miRNA and Cancer: Prospects for Diagnostic and Bioinformatic Applications

**BROWN UNIVERSITY**, *Providence, RI*

Sc.B., Neuroscience, May 2005, GPA: 3.7

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### LEGAL EXPERIENCE

#### PAUL HASTINGS LLP

*Life Sciences Group*, New York, NY

November 2011– June 2013

- Conducted of IP rights for major pharmaceutical and medical device companies, including Auxilium, Merck, and Eisai

#### MORRISON & FOERSTER LLP,

*Technology Transfer Group*, Tokyo, Japan

November 2010 – October 2011

*Summer Associate*, New York, NY & Tokyo Japan

May 2008 – August 2008

- Advised companies on website compliance for laws in operational jurisdictions, including Konami on “Yu-Gi-Oh” gaming website
- Advised service provider companies on compliance with privacy and data retention laws, including mobile ad and payment technology company, InMobi, PTe. Ltd.
- Frequent contributor to *Socially Aware*, Morrison & Foerster’s publication covering law related to social media.  
(<http://www.sociallyawareblog.com/>)

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**Bar Admission: New York**

**Accredited Member of the International Association of Privacy Professionals (IAPP)**