Jacob Oakley
10733 SW 35th St
Yukon, OK 73099
Jacoboakley21@gmail.com
(918) 257-1677

LinkedIn / GitHub / CodePen / Twitter

Skills

Front-end Development / Web Design / HTML 5 / Bootstrap / Foundation / CSS3 / JavaScript / React.js / Three.js / Blender / Git / Command Line

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Frontend Code Examples

Vets Who Code Symbol

Link: http://codepen.io/jacoboakley/pen/zNBxOm

Made With: Three.js and Blender

Description: Using Blender, a 3D creation tool, I created an object and exported it to a JSON file. Next I created a scene using a WebGL Library called Three.js. Within my scene I added lighting and a camera. Then I imported my Object using the JSON loader built into Three.js. Next I added a rotation so my object would move and a background to make the object stand out. Finally I rendered my object to the screen.

Practice Portfolio

Link: http://codepen.io/jacoboakley/pen/dOePJv

Made With: React and Three.js

Description: I created a scene using a WebGL Library called Three.js. Within my scene I added lighting and a camera. Next I created a cube object that had an array for its Material. This allowed me to create a cube that had a different color on each of its faces. I then rendered the cube on the page and gave it a rotation on each of its axis. Next I used React to display my UI components. I added some links fixed to the bottom of the page that lead to my sites, a help button that displayed text when the mouse hovered over it and card that contained an image of me, my name, and some of the technologies that I am familiar with.

Bouncing Gallery

Link: http://codepen.io/jacoboakley/pen/BWKBaN

Made With: React and CSS

Description: I used react to create and display the images, my text, and the div for my shadow. I then created the shadow under my images by styling my div with the class name of "shadow." Next I animated the images and shadows using key frames that I set to alternate in an infinite loop. Finally I used the CSS pseudo selector :hover to display hidden text, pause the animation, and create a slightly transparent image so the text would be easier to read on darker images.

Card Flip

Link: http://codepen.io/jacoboakley/pen/ZpRbqB

Made With: HTML, CSS, JavaScript

Description: Using HTML I created a container div with a card div that had two children divs for the front and back of the cards. Within the front and back divs I inputted some text and added placeholder backgrounds. Next I wrote a simple function in JavaScript that used an if statement to determine the rotation of the card on the Y axis and if the rotation was 0 degrees then function would rotate the card 180 degrees, else the card would be rotated to 0 degrees. Finally I styled the components using CSS, set the animation characteristics, and set the perspective of for the 3D animation.

Football Game

Link: http://codepen.io/jacoboakley/pen/WRpdXb

Made With: HTML, CSS, JavaScript

Description: Using HTML I created a header, and a div for a football field that held two children, one for a football and one for a button. I used the header to display information such as directions and the outcome of the game. I displayed the football field by using an image for the background of the container div. I also created the football using an img tag in my HTML. Next I used JavaScript to listen for a "keyup" event on the D and L keys to move the ball on the screen left or right. I had to use the "keyup" because if I used the "keydown" someone could hold the key down and it would rapidly repeat the "keydown" event and win the game. Next I used JavaScript to change the text in my header to provide players with the information they needed at different points. As soon as either the D or L keys were pressed the text would change to cheer on the players. Once the ball reached the endzone the text would change to let the players know who won. Lastly I used JavaScript to display a hidden button and created a function that would reset the game once the button was pressed. CSS was used for a small amount of styling.

Education

Rogers State University
Claremore, OK (918) 343 - 7777
December 2014 Bachelors of Technology in Applied Technology

Experience

SERCO | NAS Jax Jacksonville, Florida | (866) 997 – 3726
Human Resources Specialist – CNIC *October 2016 – June 2017*
I am responsible for implementing and updating a position classification library on the Total Work Force Management (TMWS) HRIS for civilian employees. I am accountable for over 5000 Position Descriptions (PDs). I collect and organize PDs, Review PDs for errors, Create detailed reports regarding the status of the project, the problems with the HRIS, and errors with PDs. I use the Office of Personnel Management website to reference job titles, codes and requirements. I purge unnecessary and outdated documents and provide training and guidance to new users of the HRIS PD Library through various telecommunication devices. I am accountable for creating and updating business rules and user guide for the TWMS PD Library.

Capstone Corporation | NAS Jax Jacksonville, Florida | (703) 683 – 4220
Human Resources Specialist – CNIC *July 2015 – September 2016*
See SERCO – Human Resources Specialist

Administrative Assistant – CNRSE *February 2015 – June 2015*
Given six months to review hundreds of workers compensation closed cases, remove and discard unnecessary documents, and dispose of the sensitive information according to DOD regulations.

Using a scanner I made digital copies of relevant information, attached a label and stored the information according to DOD regulations and guidelines in just over four months.

U.S. Army Reserve (TPU) | Fort Sill, Oklahoma | Secret Security Clearance
Human Resources Specialist *April 2008 – Present*
With leadership techniques developed over time and through training I lead Soldiers in various tasks to ensure successful completion of our duties. Using a computer I write memos, letters, awards, correspondence, and evaluations. This task requires attention to detail to produce documents without errors. I am responsible for maintaining over 140 Soldiers' Online Military Personnel File. I track and record data pertaining to unit readiness, brief the Commander on the status of the Soldiers, develop short and long term training plans, research and apply military regulations and guidelines. I also mentor junior Soldiers and help them with improving themselves and their military careers. On occasion I assist the instruction of courses on a various subjects pertaining to military regulations, guidelines, and field manuals.