

# Timothy Gallaher

626-328-3298 | [timothyjgallaher@gmail.com](mailto:timothyjgallaher@gmail.com) | [linkedin.com/in/timothygallaher](https://www.linkedin.com/in/timothygallaher) | [github.com/timothygallaher](https://github.com/timothygallaher)

## TECHNICAL SKILLS

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**Languages:** JavaScript, TypeScript, Python, HTML/CSS, C/C++, C#, SQL

**Frameworks:** React, React Native, Node.js

**Developer Tools:** Git, Firebase Authentication, Docker, Android Studio

## EDUCATION

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**California State University Fullerton**

Fullerton, CA

*Bachelor of Arts in Computer Science*

*Aug. 2020 – August 2025*

- Relevant Coursework: Object Oriented Programming, Data Structures, Operating System Concepts, File Structure and Database, Cybersecurity Fundamentals and Principles, Computer Communications, Algorithm Engineering, Compilers and Languages, Cloud Computing and Security

## PROJECTS

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**PickleCircuits Mobile and Web App** | *React, React Native, Firebase, Typescript, CSS*

Dec. 2023 – Present

- Developed a mobile app and web application that allows users to track and view real-time tournament scores/standings
- Added admin functionality allowing tournament organizers to create, manage, and edit tournament results with real-time feedback for users
- Utilized React and React Native to efficiently develop a multi-platform event organizer and viewer
- Implemented firebase authentication SDK for user authentication and role management
- Prototyped MVP at numerous tournaments and gathered market research by live users on navigation flow and UI/UX to improve product experience at launch
- Implemented firebase authentication SDK for user authentication and role management
- Created an algorithm that sorts teams based on standings and tie-breaking criteria determined by tournament organizers

**MakeTime** | *Java, Android Studio*

Oct. 2023 – Dec. 2023

- Developed a front-end day planner mobile application in Java using Android Studio
- Sorted upcoming activities list by date and time and created a monthly calendar view to visualize schedule availability better
- Utilized Android Studio month view widget for the calendar view

**Intuition** | *C++, Hazedumper*

March 2021 – Sep. 2023

- Developed an external assistance tool for Counter-Strike: Global Offensive to enhance user gameplay
- Used Windows to access the game process and gain its module entry, allowing for memory reading and writing in real-time
- Implemented pattern scanning to update memory offsets after game patches
- Optimized the program's efficiency with multi-threading due to the multiple indefinite loops running at the user's will