Timothy Gallaher

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Technical Skills

Languages: JavaScript, TypeScript, Python, HTML/CSS, C/C++, C#, SQL
Frameworks: React, React Native, Node.js
Developer Tools: Git, Vercel, Firebase Authentication, Docker, Android Studio

Education

California State University Fullerton Fullerton, CA
Bachelor of Arts in Computer Science *August 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, Artificial Intelligence, Professional Ethics in Computing, Web Front-End Engineering, Software Design, Software Architecture, Principles of Computer Graphics

Projects

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

Object-Oriented Design Project – Healthcare Management System | *Case Study* Jan. 2025 – May. 2025

- As part of a team of 6 students, I collaborated on the design and modeling of a real-world software system using Object-Oriented Analysis and Design (OOAD) techniques. The project involved applying industry-standard principles to create a robust, maintainable, and scalable architecture
- Conducted requirements analysis to define system goals and identify functional and non-functional requirements
- Developed use case models and corresponding UML use case diagrams to capture user interactions
- Created a domain model to represent key concepts, entities, and relationships in the system
- Designed System Sequence Diagrams and operation contracts to define system behavior and interactions
- Organized system structure using a logical architecture and developed UML package diagrams to support layered design
- Modeled dynamic behavior using UML sequence and communication diagrams
- Constructed detailed class diagrams to define the system's static structure and relationships between classes
- Applied GRASP (General Responsibility Assignment Software Patterns) to guide responsibility assignment and support design best practices
- Participated in the presentation of the final system design, demonstrating the application of OOAD principles to a real-world scenario

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