

Taimoor Tariq

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PROFESSIONAL SUMMARY

Software Developer with 8+ years of professional experience building full-stack web applications, real-time distributed systems, desktop applications, developer tools, and esports broadcast technology. Strong background in TypeScript, React, Next.js, Node.js, PostgreSQL, Supabase, Electron, and Tauri, with experience leading engineering teams, designing production backends, integrating third-party APIs, and maintaining deployed infrastructure.

TECHNICAL SKILLS

Languages: TypeScript, JavaScript, Python, Rust, Java, C++

Frontend: React, Next.js, HTML5, CSS3, Tailwind CSS

Backend: Node.js, Bun, Deno, Express, Hono

Databases: PostgreSQL, Supabase, MySQL, SQLite, MongoDB, Redis

Cloud & DevOps: Docker, Railway, Vercel, GitHub Actions

Other: Git, REST APIs, GraphQL, WebSockets, OAuth, Electron, Tauri

PROFESSIONAL EXPERIENCE

Riftwalker Studios - Software Developer

Ottawa, ON | July 2022 - Present

- Serve as the primary developer, owning the application backend, infrastructure, and ongoing product development.
- Built and maintain full-stack applications using TypeScript, React, and Next.js, backed by PostgreSQL and Supabase authentication.
- Designed the Supabase backend and maintain production deployment infrastructure across Railway and Vercel.
- Build API integrations and real-time broadcast tooling for platforms including Twitch, Discord, and game data services.
- Plan product work and review implementations with an intern developer while supporting production releases and maintenance.

Ontario Post-Secondary Esports - Lead Developer

Ottawa, ON | September 2020 - August 2022

- Led development of real-time esports broadcast elements and tournament production tools.
- Integrated game APIs to automate match-result collection, recording, and broadcast workflows.
- Developed Discord tooling and internal systems used to support tournament administration and live events.

Wichita Wolves - Chief Technology Officer (CTO)

Kansas, USA | December 2017 - September 2020

- Promoted from Junior Developer to CTO after one year and led a three-person development team.
- Planned and delivered new internal systems and features across the organization's technical stack.
- Built the organization's website with Next.js and developed TypeScript-based Discord tooling.
- Created coach dashboards for managing player practice sessions and tournaments, integrating official game APIs to collect player performance data.

FEATURED PROJECT

Tournament Broadcast Systems

- Architected a multi-tournament esports broadcast platform supporting League of Legends, Valorant, Overwatch, Rocket League, and Hearthstone; used across 20+ tournaments.
- Built the TypeScript server, React producer dashboard, and overlays with Socket.IO real-time telemetry and PostgreSQL persistence.
- Developed game-data clients using the League Client Update (LCU) API for League of Legends and Overwolf for other supported games.
- Integrated Twitch interactions, Discord match graphics and tournament workflows, Riot post-match APIs, and OBS scene-transition automation.

EDUCATION

Carleton University

Bachelor of Science, Computer Science | Ottawa, ON

Merryland International

A-LEVELS | Abu Dhabi, UAE

IGCSE | Abu Dhabi, UAE

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PROJECTS

ValBroadcaster

- Built and continue to maintain a distributed Valorant broadcast system first created in 2021 and later adopted by OPSE and Riftwalker Studios.
- Developed Overwolf Electron clients, a TypeScript/Hono backend, Socket.IO transport, producer controls, and OBS browser-source overlays combining live data from players and observers.
- Captured KDA, economy, loadouts, abilities, health/shields, spike possession, team sides, score, and round state using Overwolf GEP, compiling the data into a unified live match state.
- Designed observer-based fallback handling for player disconnects plus controls for match/observer selection, team branding, username overrides, and manual data correction.

MediaBox

- Built a Windows desktop media-management application using Tauri, React, TypeScript, Rust, SQLite, and FFmpeg.
- Implemented recursive directory scanning, thumbnail generation, and persistent indexing; use the application daily with a personal library exceeding 2 TB of video.
- Designed a visual timeline for multiple draggable clipping segments with export to separate clips or a single combined output file.
- Successfully processed a 4-hour 1440p 60 FPS recording into 50+ clips in one operation without crashing.

Campfire

- Building an actively maintained real-time chat platform with Next.js and Supabase for authentication, PostgreSQL data, file storage, realtime messaging, and presence.
- Implemented private messages, group DMs, typing indicators, message editing/deletion, file uploads, reactions, and online/away/DND/offline presence.
- Designed text, voice, media, and calendar server channels; media channels provide grid-style image/video browsing with comments and reactions.
- Developed both web and Electron desktop versions for private use with friends, with plans for a future public release.

Segra - Open Source Contributor

- Contributed multiple merged improvements to the OBS-based recording app across React/TypeScript frontend code and C# Windows media-device handling.
- Added video zoom/pan and playback-speed controls, fixed GoXLR audio-device naming, and improved/restored F13-F24 key mapping support.

Merged PRs: #64, #65, #70, #77

discord-interactions-js - Open Source Contributor

- Contributed merged support for Discord Modal interaction response and submit types to Discord's official Node.js interactions helper.
- Added usage examples and a Next.js API route example for signature verification and interaction handling; modal support shipped in version 4.0.0.

Merged PRs: #25, #29