Tariq Khalif

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Technical Skills

Languages: Skript, Python, C++, HTML/CSS **AI:** Claude Code, Meta Muse, ElevenLabs
Platforms: Cloudflare Workers, Supabase, Solana, WebGPU, Git/GitHub, Linux, Paper/Spigot, Discord API

Experience

Administrative Assistant, *Burnaby Heights Accounting* *Nov 2026 – Present*
- Assess office hardware and network infrastructure and recommend upgrades to improve performance and reliability
- Modernize the firm's website and client communication systems, and develop marketing strategies for its clients
- Streamline day-to-day technology for non-technical staff by implementing new tools and providing hands-on training

Founder, *Galactic Studios* | *Skript, Discord API, Paper* *Jun 2024 – Present*
- Founded a freelance studio building custom features for other Minecraft servers; 30+ clients, many returning
- Manage the full project lifecycle: requirements gathering, scoping and quoting, development, testing and delivery
- Recognized in client reviews for fast turnaround and reliability; productized common requests into scripts on BuiltByBit

Co-founder, *Lilies Minecraft Server* | *Skript, Java, Paper, Claude Code* *Sep 2025 – Present*
- Engineered every gameplay system on our own server across 57 Skript files, supporting 90 concurrent players at launch
- Architected a modular, feature-based codebase that speeds up debugging and lets new features ship without regressions
- Leading the migration to a scalable Java plugin suite with Claude Code; manage the web store and Discord community

Projects

Plusky | *TypeScript, Phaser, Supabase, Cloudflare Workers, Claude Code* *Oct 2026 – Present*
- Designed a curriculum-aligned math game for first graders with 70 levels across 12 chapters and 30 skills
- Generated every question from a rules engine instead of AI, so each answer is guaranteed to be correct
- Built take-turns co-op boss levels and a shared world map where classmates can see each other's progress
- Shipped login, cloud save and an Android app; preparing a classroom pilot pitch for BC elementary schools

AnyPS5, *open source* | *C++, Python, Git* *Oct 2026 – Present*
- Contributed 38 merged pull requests to an open-source PS5 compatibility layer for Linux and Windows
- Fixed a C++ bug where the relinker deleted imports that games still used, and added a test that catches it
- Eliminated false CI failures by hardening the Python validation scripts against edge cases in code comments

SnapClaim, *Meta AI Developer Hackathon* | *JavaScript, WebGPU, Meta Muse, Claude Code* *Oct – Nov 2026*
- Led computer vision on a 3-person team building an AI insurance claims app driven by one photo and a voice note
- Optimized on-device image segmentation with WebGPU, making it 15x faster
- Measured real-world damage size by using a coin in the photo as a scale reference and tracing the outline

Solpouch, *StormHacks 2026* | *TypeScript, Solana, ElevenLabs, Claude Code* *Oct 2026*
- Led ideation on a 4-person team for an AI voice shopping assistant where every budget is its own Solana wallet
- Designed a Solana smart contract enforcing per-order and daily spending limits, so the AI can never overspend
- Directed full-stack development with Claude Code across backend, web and Android, deployed live with 434 passing tests

Leadership

First-Year Representative, *SFU Computing Science Student Society* *Sep 2026 – Present*
- *Tech Fair:* drive corporate outreach by email and LinkedIn, connecting CS students with tech employers
- *FallHacks '26, SFU's annual hackathon:* created short-form video content to boost registrations; ran event-day social media

Youth Program Leader, *Science World Super Science Club* *Oct 2025 – May 2026*
- Tutored elementary students in math and literacy in Science World's after-school program
- Led small groups through hands-on STEM experiments that built curiosity and problem-solving skills

Education

Simon Fraser University, *B.Sc. Computing Science* *Sep 2026 – Apr 2030 (expected)*

Killarney Secondary, Computer Science Mini School, *High School Diploma* *Sep 2022 – Jun 2026*

Shad Canada, *Shad Fellow, national STEM and entrepreneurship program* *Jul 2026*