

BRIAN IBRAHIM QAMARDEEN

Creator of an upcoming innovative general-purpose programming language (Rybeon) – Repeatedly took software technologies from just ideas to actual brilliant technologies – See himself as a contributor to the financial and non-financial goals of an organization (compared to seeing oneself as just a coder) – A professional you can always trust to do a great job and not bother about monitoring their work

MOST-RELATED PROFESSIONAL EXPERIENCES

1: SOFTWARE ENGINEER (FREELANCE)

JULY 2019 – PRESENT

- Helped individuals, SMEs, and companies around the world to do small to medium-sized tasks. These tasks include: creating simple softwares, estimating the costs of software projects, creating new websites, troubleshooting website problems, and installing new TLS certificates.
- Successfully troubleshoot and brought back websites online, after multiple engineers already tried but failed.
- Helped a car valuation company web scrape the data it uses to power its platform.
- Accurately estimated the cost of software projects.

2: SOFTWARE ENGINEER (@ THE LOC 36 TEAM)

NOVEMBER 2018 – JUNE 2019

- Engineered a technology that enabled students of LAUTECH (a top Nigerian university) to know whether power supply is presently available on campus or not.
- Engineered a technology composed of a system of computers (carrying out the functional tasks of the technology), power supply sensors (powered by Arduino), a web interface software, and an Android interface app.
- Successfully led a team of hardware and software engineers, to create a well-received technology.
- Engineered a technology that could smoothly simultaneously serve all the 35,000 students of the university.

3: SOFTWARE ENGINEER (@ THE FLEEPSOCIAL TEAM)

JANUARY 2016 – JUNE 2019

- Engineered a social platform that enabled a person to connect with like-minded people.
- Single-handedly took the platform from an idea to an actual brilliant platform.
- Engineered a social platform that could smoothly simultaneously serve 1 million users.
- Engineered a social platform that had 98-per-cent user satisfaction.

SKILLS, TOOLS, TECHNOLOGIES, ETC

Communication - Project Management - Project Cost Estimation - Software Architecture
Agile Methodology - DevOps - Service-oriented Architecture - Microservices
Contract-based Development - Go (Golang) - PHP - SQL - SQLite3 - CockroachDB - MySQL
MariaDB - HTML - CSS - JavaScript - Git - GitHub - Apache - NginX - Linux
Red Hat Enterprise Linux (RHEL) - Cent OS - Amazon Web Services (AWS) - Digital Ocean

FURTHER ACHIEVEMENTS

Authored the Book “The Standard Approach to Become a Competent and Mature Software Engineer”: Download link: Rebrand.LY/TSABCMSE

CONTACT & CONNECTION

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