BRIAN IBRAHIM QAMARDEEN

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PROFILE

—Architected <u>the Rybeon programming language</u> (A general-purpose programming language that is fulfilling, easy, and appealing: no existing general-purpose programming language has every of these 3 characteristics.)

—A contributor to the financial and non-financial goals of an organization (This is contrast to being just a software engineer that codes.)

—Repeatedly took simple and compound softwares from just ideas to actual technologies.

—A professional you can always count on.

RELATED PROFESSIONAL EXPERIENCES

1: PRINCIPAL ROGRAMMING LANGUAGE ARCHITECT (@ GRUSQ)
OCTOBER 2019 — PRESENT
—Architected the Rybeon programming language.

2: AWARENESS SHARER | WRITER (FREELANCE)
JANUARY 2016 — PRESENT

3: SOFTWARE ENGINEER (FREELANCE)
JULY 2019 — MARCH 2021
—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 troubleshot 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.

4: 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 comfortably serve all the 35,000 students of the university concurrently.

5: 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 just the idea to an actual brilliant platform.

—Engineered a social platform that could comfortably serve 1 million users concurrently.

—Engineered a social platform that had 98-per-cent user satisfaction.

SKILLS, TOOLS, TECHNOLOGIES, ETC
Project Management - Project Cost Estimation - Software Architecture
Agile Methodology - DevOps - Service-oriented Architecture - Microservices
Contract-based Development - Rybeon - 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
Programming Language Architecture - Communication

FURTHER ACHIEVEMENTS
Authored a well-received software engineering book (The Standard Approach to Become a Competent and Mature Software Engineer)