

BRIAN IBRAHIM QAMARDEEN

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I am a Programming Technology Engineer, Hardware Engineer, Software Engineer, and Awareness Sharer (Author).

As regards Programming Technology Engineering, I am the man behind Rybeon 9; Rybeon 9 is an upcoming innovative suite of technologies for programming. As regards Hardware Engineering, I am the man behind Guachi; Guachi is an upcoming innovative suite of technologies for inter-entity (inter-computer) communication. As regards Software Engineering, I have repeatedly taken simple-to-compound software ideas from just ideas to actual softwares; I engineer softwares using technologies like Golang, PHP, SQL, CockroachDB, MySQL, HTML, CSS, JavaScript, etc.

MY MOST-RELATED PROFESSIONAL EXPERIENCES

1: Software Engineer (Freelance)

July 2019 — Present

I have 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.

TOP ACHIEVEMENTS

- 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)

Nov 2018 — June 2019

Loc 36 was a technology that enabled LAUTECH (a top Nigerian university) students to know whether power supply is presently available on campus or not. The technology consisted 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.

I, with the support of some other engineers, took this technology from just an idea to an actual technology.

TOP ACHIEVEMENTS

- Brought together a team of diverse software and hardware engineers, and successfully led them to create a well-received technology.
- Made the technology capable of smoothly serving all the 35,000 students of the university simultaneously.
- Made the technology have 100-per-cent uptime throughout its lifetime.

3: Software Engineer (@ The Fleepsocial Team)

January 2016 — June 2019

Fleepsocial was a Nigerian social platform that enabled a person to connect with like-minded people.

I single-handedly took this platform from just an idea to an actual platform.

TOP ACHIEVEMENTS

- Single-handedly took the platform from an idea to an actual well-received platform.
- Made the platform capable of smoothly serving 1 million users simultaneously.
- The platform had 98-per-cent user satisfaction.

MY SKILLS, TOOLS, TECHNOLOGIES, ETC

Communication - Project Management - Project Cost Estimation

Software Architecture - Agile Methodology - DevOps - Service-oriented Architecture

Contract-based Development - Golang - PHP - HTML - CSS - JavaScript

CockroachDB - MySQL - MariaDB - Git - GitHub - Apache - NginX - Linux

Red Hat Enterprise Linux (RHEL) - Cent OS - Amazon Web Services (AWS)

FURTHER ACHIEVEMENTS

- Authored the Book “The Standard Approach to Become a Competent and Mature Software Engineer”

Download link: <https://rebrand.ly/TSABCMSE>