

BRIAN IBRAHIM QAMARDEEN

Email (Qeetell@GMail.COM) — Phone no (+234-814-579-8559)

Website (Qeetell.VIP) — GitHub (GitHub.COM/qeetell) — LinkedIn (LinkedIn.COM/in/qeetell)

61, Buari Street, Ogudu, Kosofe LGA, Lagos State, Nigeria

Brian is a from-scratch software engineer [He has repeatedly (single-handedly and with the support of a team) taken softwares from ideas to actual well-received softwares]. He has created simple softwares and compound softwares (softwares made of smaller softwares working together as a single unit). He creates using SQL, CockroachDB, MySQL, Golang, PHP, HTML, CSS, JavaScript, etc.

Brian loves and frequently seeks intellectual stimulation. Consequently, he endlessly pursues being a better software engineer.

Brian is caring and emotionally intelligent. Consequently, he gets along fine with just about anyone, as long as he is not disrespected or treated badly.

PROFESSIONAL EXPERIENCES

1: Freelance Software Engineer

July 2019 — Present

Brian 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, installing new TLS certificates, creating new websites, and troubleshooting website problems.

Top Achievements

- Successfully troubleshooted 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.

Brian, alongside his team, took this technology from its idea to the actual well-received technology.

Top Achievements

- Brought together a team of diverse software and hardware engineers, and successfully led them to create a type of system none had ever created.
- 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.

Brian single-handedly took this platform from its idea to the actual well-received platform.

Top Achievements

- Made the platform capable of smoothly serving 1 million users simultaneously.
- The platform had 98-per-cent user satisfaction.

SKILLS, TOOLS, ETC

Project Management - Project Cost Estimation - Software Architecture - Agile Methodology
DevOps - 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>