BRIAN IBRAHIM QAMARDEEN

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Brian is a from-scratch software engineer. He has repeatedly (single-handedly and also with the support of a team) taken softwares from ideas to actual well-serving softwares.

Brian has created simple softwares and compound softwares (softwares made up of smaller softwares working together as a single unit).

The man creates softwares using Golang, PHP, HTML, CSS, JavaScript, SQL, CockroachDB, MySQL, SQLite, etc.

PROFESSIONAL EXPERIENCES

1: Software Engineer (Freelance)

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

TOP ACHIEVEMENTS

- 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.

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, with the support of his team, took this technology from its idea to an actual well-serving 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.

Brian single-handedly took this platform from its idea to an actual well-serving 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.

SKILLS, TOOLS, 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