

BRIAN IBRAHIM QAMARDEEN (RÉSUMÉ)

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PROFILE

- The man behind **Rybeon** (an upcoming suite of programming technologies that gives software engineers the capacity to carry out perfect software engineering).
- Repeatedly took software technologies from just ideas to actual brilliant technologies.
- Sees himself as a contributor to the financial and non-financial goals of an organization: this is contrast to engineers who believe their job is just to code.
- A professional you can always count on to do professional jobs.

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

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 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

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