BRIAN IBRAHIM QAMARDEEN

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Brian is a software engineer with a special ability that enables him to come to precise realization of his client's dream, in a way that is: pleasing to the client and efficient (time-wise and money-wise). If he detects an issue with the dream, he makes an attempt to refine it with the client. Afterwards, he proceeds to efficiently (time-wise and money-wise) create a software that perfectly satisfies the dream.

Brian is skilled at creating softwares that are: maintainable, convenient, available, efficient, accurate, scalable, private, and secure.

Brian creates softwares using technologies like: SQL, MySQL, CockroachDB, Golang, PHP, HTML, CSS, and JavaScript

PROFESSIONAL EXPERIENCES

1: Freelance Software Engineer

July 2019 — Present

Brian has helped individuals, small businesses, and companies to do a lot of small tasks with his software engineering skill. These tasks include: creating softwares that collect data from the web, estimating the costs of software projects, installing new TLS certificates, setting up new websites, and troubleshooting website problems.

Top Achievements

— Successfully troubleshot and brought back websites online, after multiple engineers already tried but failed.
— Accurately estimated the cost of software projects.

2: Senior Software Architect @ 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 was in charge of leading the engineering of this technology. He created its architecture, managed its development, created its functional components, created its web interface, and maintained it.

Top Achievements
— Brought together different types of software and hardware engineers, and successfully led them to create a type of system none of them had ever created.
— Created a software system that had **100**-per-cent uptime.
— Created a software system that had **0**-per-cent service request failure.
— Created a software system that could easily, perfectly, and concurrently serve all the **35,000** students of the university.

3: Software Architect @ The Fleepsocial Team
January 2016 — June 2019
Fleepsocial was a Nigerian social platform that enabled a person to connect with like-minded people.

Brian was in charge of leading the engineering of this technology. He created its architecture, managed its development, created its functional components, created its web interface, and maintained it.

Top Achievements
— Created a software system that had a user interface with **98**-per-cent user satisfaction.
— Created a software system that never had an unplanned downtime.
— Created a software system that could easily, perfectly, and concurrently serve **1** million users.

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)