**BRIAN IBRAHIM QAMARDEEN**

Programming Technology Engineer, Hardware Engineer, and Software Engineer

**Programming Technology Engineer**

The man behind Rybeon.

Rybeon is an upcoming innovative suite of technologies for general-purpose computational programming.

**Hardware Engineer**

The man behind Guachi.

Guachi is an upcoming innovative suite of technologies for inter-entity (inter-computer) communication.

**Software Engineer**

Repeatedly taken simple-to-compound software ideas from just ideas to actual softwares. Engineers softwares using technologies like Go (Golang), PHP, SQL, CockroachDB, MySQL, HTML, CSS, JavaScript, etc.

**MOST-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.

**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 students of LAUTECH (a top Nigerian university) 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.

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

**Top Achievements**

— Brought together a team of diverse software and hardware engineers, and successfully led them to together 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.

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.

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

Download link: [Rebrand.LY/TSABCMSE](https://rebrand.ly/TSABCMSE)

**CONTACT & CONNECTION**

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