**BRIAN IBRAHIM QAMARDEEN**

**(RÉSUMÉ)**

[Portfolio](https://github.com/qeetell/2007-0205-49/raw/master/RX2-Portfolio-BrianIbrahimQamardeen.pdf) (PDF Format) // Qeetell@GMail.COM — +234-702-662-3807

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**PROFILE**

—The man behind [Rybeon](https://qeetell.vip/wp-content/uploads/2021/08/S40-TheWhitePaper.pdf) (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 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)**

**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.

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—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](https://rebrand.ly/TSABCMSE))