

Daniils Sofjins

Software Engineer

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PROFILE

Software engineer with 3 years at GoCardless building payment infrastructure across Direct Debit and Open Banking schemes in 6 countries. Led cross-functional migrations, built and maintained bank integrations at scale, and shipped production systems under high reliability requirements. Outside of GoCardless, spent 6 months as the sole engineer and founder of an AR life-gamification game, building the full stack from scratch and managing a small team. Relocating to Prague in September 2026, open to remote.

KEY METRICS

100k+

accounts migrated

92%

payment failure reduction

248

PRs merged

141

bank integrations

7

payment schemes

6

countries

218+

commits as founder

8

Repositories remit

EXPERIENCE

GoCardless, Riga, Latvia

March 2023 to present

Software Engineer, Direct Debit and Open Banking payments

Key Projects

- Led French Bank Mobility end to end: migrated 100k+ accounts and cut payment failures from 6,000 to 500 per month (92% reduction). Coordinated StreamMind, Payment Operations, Legal, Sales and Support throughout.
- Introduced cVRP (commercial Variable Recurring Payments) flows and new bank integrations, enabling the company to onboard new merchant types.
- Designed an async payment event processing system with feature flags, allowing safe production rollouts with instant rollback capability.

Technical Breadth

- Built 41 bank API integrations (AIS and PIS) and maintained 100 across EU, UK, Australia, New Zealand and the US.
- Worked across 7 payment schemes: SEPA, Faster Payments, BECS (AU and NZ), Betalingsservice, Autogiro and ACH.
- Contributed 248 PRs across 5 core repositories over 3 years.

Production and Cross-functional

- Weekly on-call first responder for 3 years: incidents, merchant escalations and stakeholder issues around the clock.
- Managed an outsourced testing team for production validation of bank integrations across EU markets.

Realm of The Lost Fool, Riga, Latvia

Sept 2025 to April 2026

Founder and Engineer

AR life-gamification game combining real-world exploration with RPG progression

- Architected and built the entire game backend solo: Rails 8, PostgreSQL, Redis, WebSockets, OpenAI GPT integration, Docker and Kamal deployment.
- Shipped 218+ commits covering quest management, real-time guild and party system, AI character interactions, AR location services and wellbeing tracking.
- Managed a UI/UX designer and a game designer. Owned the product vision, roadmap and all engineering.

Magician and Educator, Riga, Latvia

2015 to present

Performer / Co-Founder, Magic Art School of Tricks

- Performing magician for 10+ years. Co-founded a performance school with 40+ students. Built strong communication and stage presence, adaptability under pressure and the ability to read and work with any kind of audience.

SKILLS

Backend: Ruby on Rails, Python, SQL

Cloud and Infra: GCP, GCS, Docker, Heroku, ArgoCD

Data: PostgreSQL, Redis, BigQuery

Integrations: gRPC, REST APIs, Pub/Sub, WebSockets

Observability: Grafana, Prometheus, Elasticsearch

AI/ML: OpenAI GPT, RAG, LangGraph, n8n

Languages: English (C1), Russian (native), Latvian (C1)

Tools: Git, Postman, Jira, Confluence