

Daniel Arvid Wedul  
2520 Heritage Dr.  
Helena, MT 59601  
Cell: (406) 546-8459  
[daniel@wedul.com](mailto:daniel@wedul.com)  
Code Samples: <https://wedul.dev>

#### **CAREER OBJECTIVES:**

I wish to solve challenging problems, continue to learn, and build amazing things.

#### **WORK EXPERIENCE:**

**PRINCIPAL SOFTWARE ENGINEER** for Provenance Blockchain Foundation from March 2023 until current. Technical lead over the core protocol. Build and maintain the Provenance Blockchain utilizing Go, Protobuf, and Cosmos-SDK. Collaborate with the Cosmos-SDK community. Coordinate features and fixes with others (including outside parties) in order to plan and release new versions.

**STAFF SOFTWARE ENGINEER** for Provenance Blockchain Foundation (split off from Figure Technologies Inc.) from September 2020 until March 2023. Build and maintain the Provenance Blockchain utilizing Go, Cosmos-SDK, and Tendermint. Help maintain some aspects of the Cosmos-SDK. Work GitHub profile: [dwedul-figure](#).

**SENIOR SOFTWARE ENGINEER and LEAD** for Social Finance Inc. (SoFi) from March 2016 until September 2020. Lead the underwriting team. Build and maintain java services primarily dealing with underwriting. Utilize HTML/CSS/Scala/Javascript/React/Jquery/AJAX for front-end interaction. Utilize REST APIs written in Java. Use Hibernate or jOOQ to interact with MySQL and PostgreSQL databases. Use Spring for dependency injection. Use either Spring Boot or the Play Framework to wrap it all together. Build things using either Gradle or SBT.

**ASSOCIATE MANAGER – ENGINEERING** for Social Finance Inc. (SoFi) from July 2018 until March 2019. Oversee the Underwriting engineering team of 7 engineers, and 3 QA personnel. Be the primary point of contact for anything involving underwriting. Manage bug fixes, change requests, and new feature additions. Interact with other teams to plan out collaborations and needs. Develop and drive a clear picture for the underwriting service. Help implement requests when resources are limited. Participate in architectural decisions at a company level.

**DEVELOPER** for Montana Interactive (NIC) from March 2008 until March 2016. Build and maintain C# MVC, and Perl web applications. Maintain previously written code and apply regular updates as needed. Plan and build new applications including database design, C# MVC code, Perl CGI code, and HTML/CSS/Javascript user interfaces. Interface new and existing services with single sign-on services. Troubleshoot issues, test solutions, plan and roll out fixes. Consider security and make sure PCI guidelines are followed. Integrate with external systems such as web services (SOAP, REST, and other), mainframe methods, direct database connections, and other. Analyze incidents and plan fixes both immediate and long-term. Solve any problems that need solving.

#### **EDUCATION:**

BS, Combined degree in Computer Science/Mathematical Science University of Montana, Dec 2003  
BA, Computational Physics, University of Montana, Dec 2003

#### **SKILLS:**

Logical, deductive reasoning and problem solving

Languages, Markups, and frameworks:

Go, Bash, Protocol Buffers, Java, Kotlin, C#, Perl, Javascript, C, C++, Visual Basic, Fortran, JSON, XML, HTML, CSS, JQuery, Twitter Bootstrap, Spring, Ninject, JPA/Hibernate, jOOQ, Entity Framework, Kafka, Redis, REST, SOAP, gRPC, GraphQL, Play, Spring-boot, MVC.net, Postgresql, SQL Server, Oracle, MYSQL, DynamoDB, Gradle, Cosmos-SDK, Tendermint, Github Actions

Familiar Topics:

Blockchain Operation, Microservice Architecture, Test driven development, Dependency Injection, Stream Processing, MVC Design Pattern, Continuous Integration, Continuous Deployment, Logging/Reporting/Diagnostics, Technical Documentation

Thank you for your time.