

# David Himmelstrup

## Software Enthusiast

 lemmih  lemmih@gmail.com  lemmih.com  Copenhagen, Denmark



### WORK EXPERIENCE

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September 2025 - May 2026

**Dune** - Remote

#### *Software Engineer*

Joined the API team, building crypto infrastructure using Rust and kubernetes, with a focus on transitioning the team to AI tools.

January 2022 - March 2025

**ChainSafe** - Remote

#### *Protocol Engineer*

Lead developer of an in-house Filecoin client. Part of the global Core Devs team, reviewing and proposing protocol changes. Designed new file format that became the default for sharing blocks.

May 2019 - December 2020

**Standard Chartered** - Singapore

#### *Quantitative Developer*

Joined the DevOps team, responsible for managing on-premise services supporting a team of twenty developers. Implemented automated regression testing of a custom pricing platform.

November 2016 - September 2017

**AlphaSheets** - Remote

#### *Software Engineer*

Worked on a parallel scheduling system for spreadsheets with support for multiple programming languages. Written in Haskell, and deployed with Nix.

March 2012 - October 2013

**Better AG** - Zurich, Switzerland

#### *Software Engineer*

Co-designed and deployed a full-stack e-learning platform in an 8-person startup, balancing backend Haskell development with JavaScript frontend engineering across cross-functional roles.

February 2006 - March 2008

**HApps** - Remote

#### *Software Engineer*

Designed a series of web-development libraries in Haskell with a small team. Two of the libraries got traction in the open-source community and are still being maintained: happstack and acid-state.

### EDUCATION

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Graduated in 2019 with a **BSc in Computer Science** from the **University of Copenhagen**. Partial credits towards a MSc.

### PUBLIC PROJECTS

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#### *AI Haskell Compiler*

Vibe-coded Haskell compiler with a focus on reusability. Designed by me but entirely written with AI coding agents.

#### *criterion*

Statistics-driven benchmarking library for Rust. Has multiple built-in statistical approaches, as well as dedicated WASM support.

#### *rgeometry*

Algorithms and data structures for computational geometry in Rust. The most comprehensively tested geometry library in existence.

#### *Reanimate*

Batteries-included library for expressing illustrations and animations as Haskell code. Inspired by 3b1b's manim library.

#### *cabal-install*

Co-founded in 2005 with Isaac Jones, cabal-install has become a key part of the Haskell ecosystem. It is still maintained to this day.

#### *acid-state*

Acid-state is a tool for rapid prototyping, adding persistence and ACID guarantees to any Haskell structure without the need for a database.

### APPROACH TO ENGINEERING

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Driven and self-motivated, with a passion for deterministic code and deep property-based testing. Usually writes code in Rust and Haskell, often compiled to WASM, deployed with Nix, and tested with absurd amounts of compute.