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Full-stack developer

Location: Europe, Belgium

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I mainly write Rust, C++ and Python, but also use different languages when appropriate.

I regularly contribute to projects I use, such as *godot-rust/godot-rust*, *rust-lang/compiler-builtins* or *rust-osdev/xhci*.

My desktop runs Devuan and I self-host my website and mail server.

## Projects

### Custom operating system

<https://github.com/Norost/norost-b>

An object-oriented operating system focused on isolating processes to improve security, portability & scaling.

Technologies: Rust, x86\_64

### Logic circuit simulator

<https://github.com/Demindiro/logimu>

A logic circuit simulator with a focus on performance.

Technologies: Rust

### 3D vehicular building game

<https://github.com/Demindiro/ownwar>

A free (libre) vehicular combat building game.

Technologies: Godot, Rust, C++

### Rapier3D library for Godot

[https://github.com/Demindiro/godot\\_rapier3d](https://github.com/Demindiro/godot_rapier3d)

Godot bindings for the Rapier3D physics engine.

Technologies: Godot, Rust, C++, Python

### Custom filesystem

<https://github.com/Norost/nrfs>

Filesystem with compression, CoW and error detection.

Technologies: FUSE, Rust

## Education

1 year at UAntwerpen, IT bachelor, incomplete (2021-2022)