

David Wood

Principal Software Engineer · Open Source Maintainer · Edinburgh, Scotland

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Open Source

Rust Foundation / Rust Programming Language

Board Member / Project Director

Oct 2025 - Present

As board member representing the Rust Project to the Rust Foundation, I'm responsible for ensuring the Foundation is serving the needs of the Rust Project and its members. This involves working closely with the Foundation's executive staff to ensure the Foundation is well-informed of the views and priorities of the Rust Project's leadership council and members. In addition, I provide regular updates to the other members of the Foundation's board on developments within the Rust Project.

In addition, within the Rust Project as a *Project Director*, I'm responsible for ensuring that the Project's relationship with the Foundation is healthy and productive; that the Project is aware of the needs, views and priorities of the Foundation; and that the Foundation's ongoing efforts within the project are successful.

Rust Programming Language

Compiler Team Co-Lead

Aug 2023 - Present

In collaboration with my compiler team co-lead, I'm responsible for representing the Rust compiler team; owning the compiler team's decisions; making unilateral approval for trivial or urgent issues; driving the team's weekly meetings; communicating with other members of Rust leadership; authoring communication on behalf of the team; and supporting compiler team members in their contributions.

Since becoming co-lead, I have landed an RFC to restructure the compiler team, improved review queue capacity, improved our documentation (especially with regards to our processes and policies), ran regular triage meetings, and ensured the team's well-functioning.

I've also written about the team's ongoing work, membership, review queue, and the overall structure of the project.

Rust Programming Language

Compiler Team Maintainer

Oct 2017 - Present

As member of the Rust compiler team, I am responsible for the implementation and maintenance of the Rust compiler, which involves having merge privileges; being assigned patches to review; fixing high-priority bugs; and reviewing backports, major change proposals and compiler RFCs.

I regularly contribute bug fixes, diagnostic improvements and refactorings; as well as lead or contribute to engineering efforts to implement new features in the Rust compiler. Since starting to contribute to Rust, the projects I have worked on include non-lexical lifetimes, split debuginfo, `#[non_exhaustive]`, diagnostics, scalable vectors, and `build-std`.

Work Experience

Arm Holdings plc

Principal Software Engineer

Edinburgh, Scotland

Apr 2026 - Present

Within the Rust team at Arm, we contribute improved Arm platform support to the upstream Rust project and ecosystem, prioritising requests from our partners with Rust workloads; and perform internal research on the advantages and impact of potential and upcoming architecture features on Rust workloads. As lead of the team, I am responsible for:

- mentoring and line management of team members, helping them achieve their goals and succeed in the team and company
- the team's relationship with the upstream Rust Project, building community consensus around our objectives and owning Arm's commitments to upstream
- representing Arm within the Rust community at conferences and upstream project events
- planning the team's work, establishing and communicating our priorities and roadmap to leadership
- ensuring the team is high-performing and achieving its objectives

- sharing Rust knowledge and expertise internally
- my own engineering contributions to our ongoing projects, such as extending the language to be able to support Arm's Scalable Vector Extension (SVE)

Arm Holdings plc Edinburgh, Scotland
Staff Software Engineer Sep 2024 - Apr 2026

Huawei Technologies Research & Development UK Ltd. Edinburgh, Scotland
Senior Software Engineer A, Programming Languages Lab Nov 2022 - Aug 2024

Within the Central Software Institute of Huawei R&D, I leveraged my Rust experience to accelerate and guarantee Rust's successful adoption, involving:

- contributions to the upstream Rust compiler, prioritising features and bugs which impacted Huawei's business units
- directly working with internal customers to recognise Rust opportunities, advising and assisting teams adopting Rust, and identifying and prioritizing requirements for upstream contributions
- supporting HQ colleagues in maintaining the internal toolchain and knowledge sharing of Rust compiler internals
- participation in Huawei's Technical Management Committee to define internal coding standards for Rust
- internally representing the Edinburgh Research Centre within Huawei by promoting my work in company publications and presenting to leadership from other parts of the organisation
- externally representing Huawei by speaking at international conferences and attending as a sponsor

I was awarded Huawei's "President Award of the 2012 Laboratories", "President's Award of the European Academy", "Gold Team Award", "Innovation Spark Award", and "Future Star" awards.

Huawei Technologies Research & Development UK Ltd. Edinburgh, Scotland
Senior Software Engineer B, Programming Languages Lab Aug 2021 - Nov 2022

Codeplay Software Ltd. Edinburgh, Scotland
Senior Software Engineer Nov 2020 - Aug 2021

Earlier experience available [on LinkedIn](#)
 Jun 2014 - Jun 2016, Apr 2015 - Feb 2017, May 2017 - Sep 2017, Sep 2018 - Nov 2018, Sep 2017 - Nov 2020

Education

University of Glasgow Glasgow, Scotland
MSci Software Engineering with Work Placement, Honours of the First Class Sep 2015 - Jun 2020

I graduated with a GPA of 20.0 (out of a maximum 22.0) and completed my MSci project on "Polymorphisation", a code-size optimisation in the Rust compiler to reduce unnecessary monomorphisation during code generation. In my first year, I was awarded "Best Computing Science Student Intending Single Honours" and in my final year, "Most Outstanding Project in MSci SE WP".

Glasgow Caledonian University Glasgow, Scotland
Nuffield Foundation Placement May 2014 - Jul 2024

Awards

Individual Category - Runner-up London, UK
OpenUK Awards 2025 Dec 2025

Programming Languages Software Award Copenhagen, Denmark
ACM SIGPLAN Jun 2024

Conference Speaking

Rust Nation UK London, UK
Extending Rust's notions of sizedness Feb 2026

QCon Shanghai, China
Split DWARF in rustc Nov 2022