Seattle Rust User Group 2023.01 Meeting (July 13, 2023)



These slides may be found at github.com/u007d/srug-presentations









Thank You

- For Coming!
- To Microsoft
- To Joe R.

Codes of Conduct

- developer.microsoft.com/en-us/reactor/CodeOfConduct/
- rust-lang.org/policies/code-of-conduct

Introductions - Brad

Online: U007D (aka "Curly")

Bias:

Correct, Maintainable & Efficient Software Complex, Large-Scale, Team-Developed

Tools:

Safe, High-Level Abstraction Systems Language

Language History:

BASIC, 6510 & 68K Assembly, C, C++, Delphi (Object Pascal), Rust

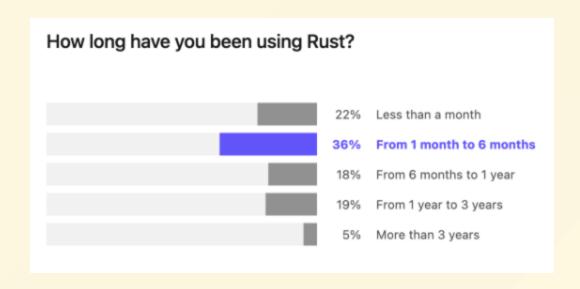
Introductions - Marianne

- Rust backend engineer working with secure network and kernel security interfaces
- Discovered Rust at O'Reilly OSCON 2018
- Background in HCI and product/analytics
- Leading Rust based FOSS pilot with MinT
- TWiR co-editor
- French music collector

Goals for Seattle Rust User Group

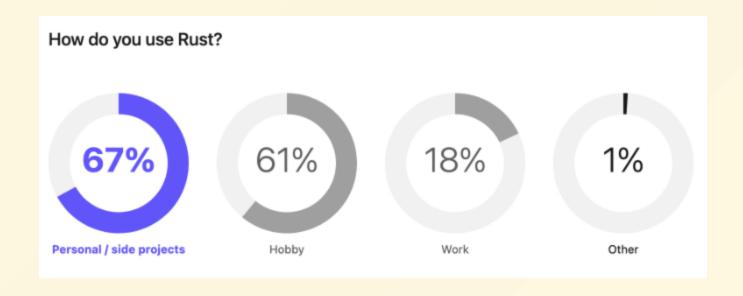
- Continue to grow this community.
- Provide a place where people can have fun learning about and building cool things using Rust.
- Create a space to grow meaningful friendships in a collaborative and helpful community.

Rust Community: Who Are We?



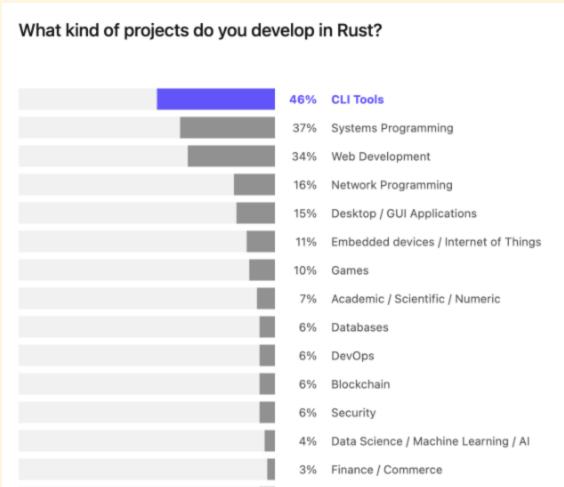
Source: The State of Developer Ecosystem 2022 in Rust

Rust Community: Who Are We? (2)



Source: The State of Developer Ecosystem 2022 in Rust

Rust Community: Who Are We? (3)



Source: The State of Developer Ecosystem 2022 in Rust

Default Meeting Format

- General Announcements
 - From Group Organizers
 - From Membership
- Pitches
 - Lightning Talks and/or
 - Project Introductions and/or
 - Member Presentations or
 - Guest Speakers

Future Directions for the Group

- Food?
- Launch Special Interest Groups (SIGs)
- Restart Physical Computing (Embedded) SIG
 - Redmond Public Library
- Community Outreach
- Commercial Engagement?
- Other Ideas?

Next Meeting: Tue. Aug. 15, 2023 6-8:30p

An Invitation

Making New Friends

- Introductions
- Lightning Talks
- Project Introductions

Q&A

Project Spotlight

Domain-Specific Language Runtime Graph Rewriter

Presentation Intro to Idiomatic Error Handling in Rust

https://github.com/u007d/srug-2023.01-wc