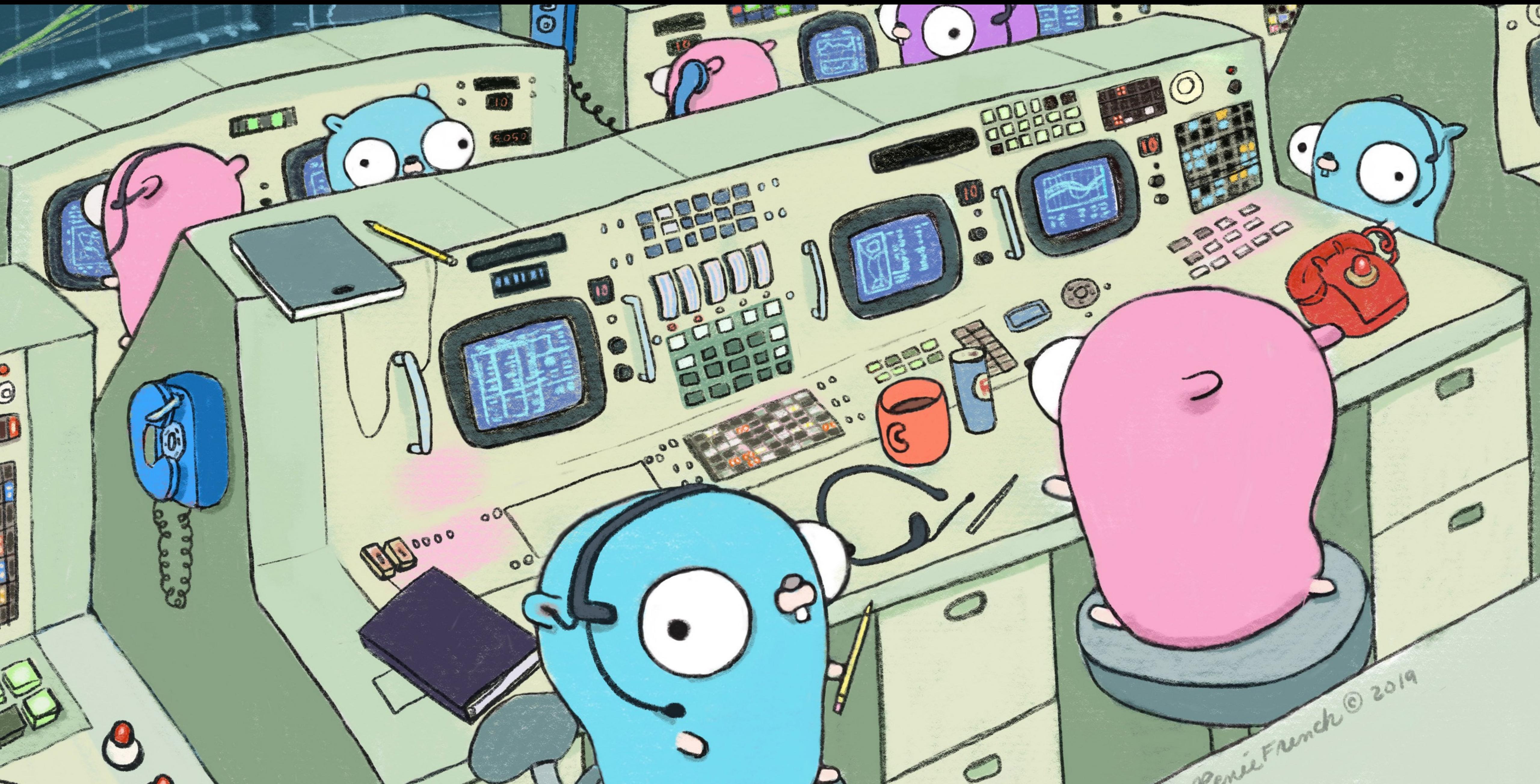
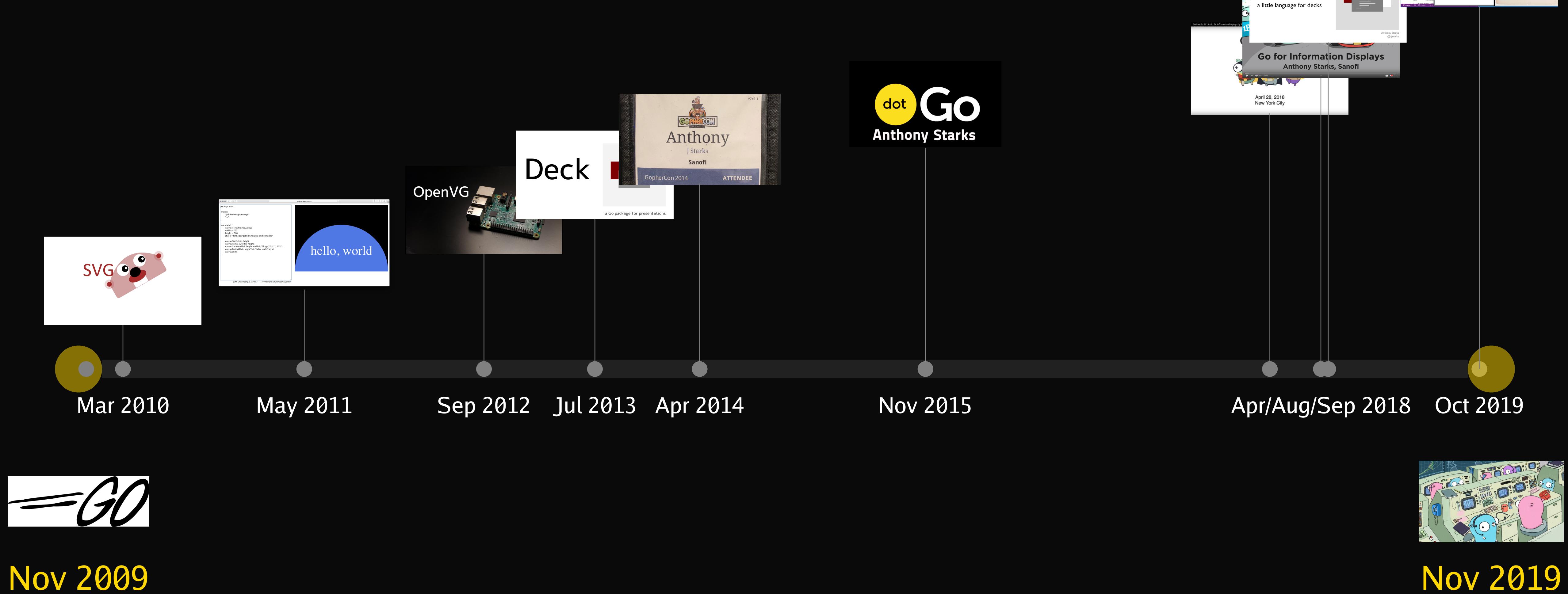


# Ten Years of Go: a personal journey

Anthony Starks  
@ajstarks



# Ten Years of Go



# ROB PIKE'S GOOGLE TECH TALK ON THE GO

## PROGRAMMING LANGUAGE

Probably not of much interest if you're not at least somewhat of a comp-sci nerd, but, if you are, how many times do you get see a legend like Pike introduce a new programming language? I have a feeling that Go is going to be a big deal.

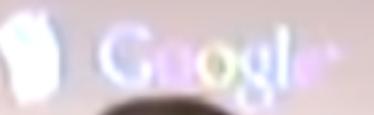
★ *Thursday, 12 November 2009*

# **=GO**

## The Go Programming Language

Rob Pike  
golang.org  
Oct 30, 2009

<http://golang.org>



## Adding to AUTHORS and CONTRIBUTORS as per http://golang.org/doc/contr...

[Browse files](#)

[...ibute.html#copyright](#)

R=rsc

<https://golang.org/cl/163050>

git master ⌂ weekly.2012-03-27 ... go1

 ajstarks authored and rsc committed on Nov 30, 2009

1 parent 99d0c3d

commit 1cf5d0d4a5c013dcfbbc6125f866eb2268748464

## Syntax coloring and function navigation for BBEdit/TextWrangler

[Browse files](#)

R=rsc

CC=agl11

<https://golang.org/cl/154123>

git master ⌂ weekly.2012-03-27 ... go1

 ajstarks authored and rsc committed on Nov 30, 2009

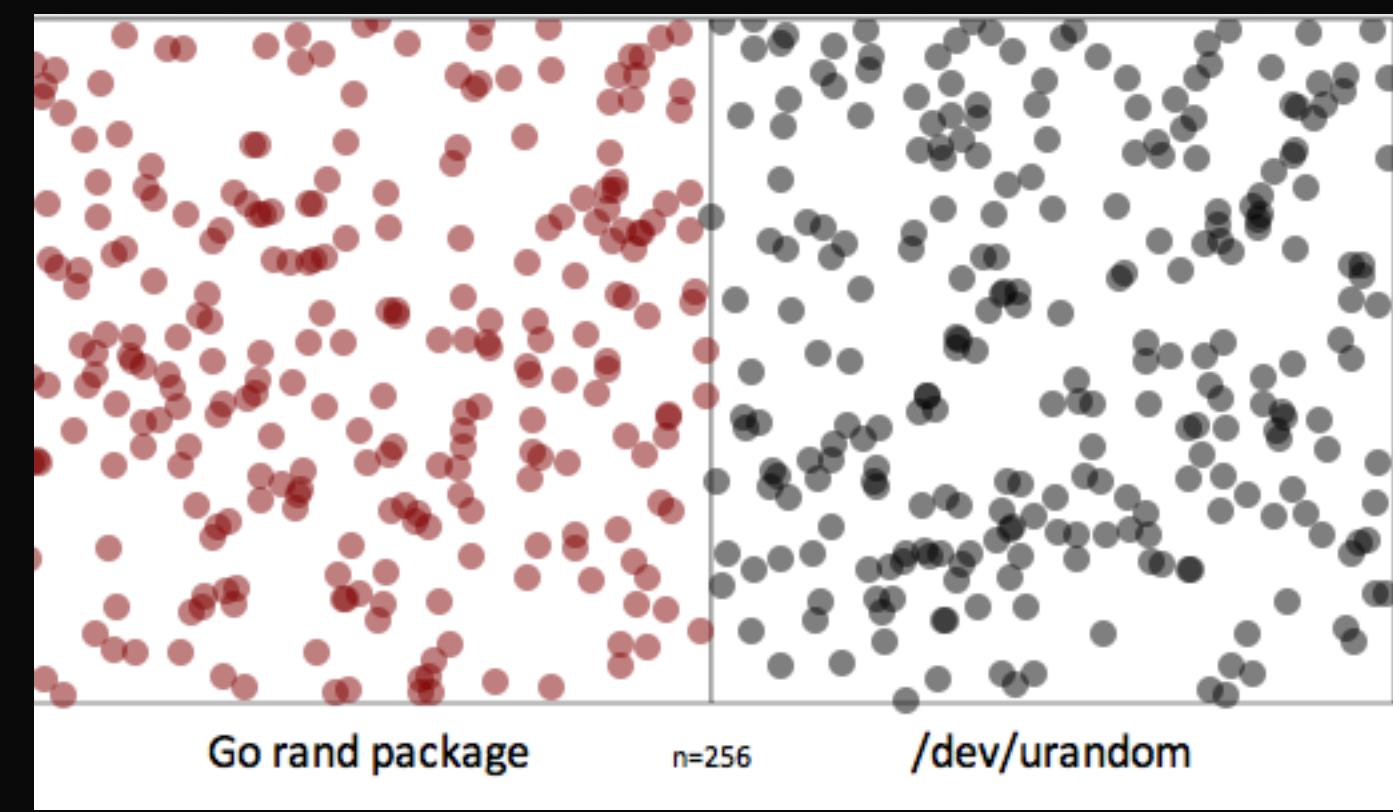
1 parent 1cf5d0d

commit 593ea313611bc347ec53daec9dc27338c1340e7b

# November 20, 2009

### CONTRIBUTORS

30	30	Adam Langley <agl@golang.org>
31	31	Adrian O'Grady <elpollouk@gmail.com>
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33	+ Anthony Starks <ajstarks@gmail.com>	
33	34	Aron Nopanen <aron.nopanen@gmail.com>



```
package main

import (
    "os"
    "strings"
    "github.com/ajstarks/svg"
)
```

From: Russ Cox  
Subject: Re: [go-nuts] Visualizing Random Number Generators...  
Date: March 5, 2010 1:14:44 EST  
To: ajstarks <ajstarks@gmail.com>

---

are you going to share the library  
or just tease us with pictures? ;-)

```
package main

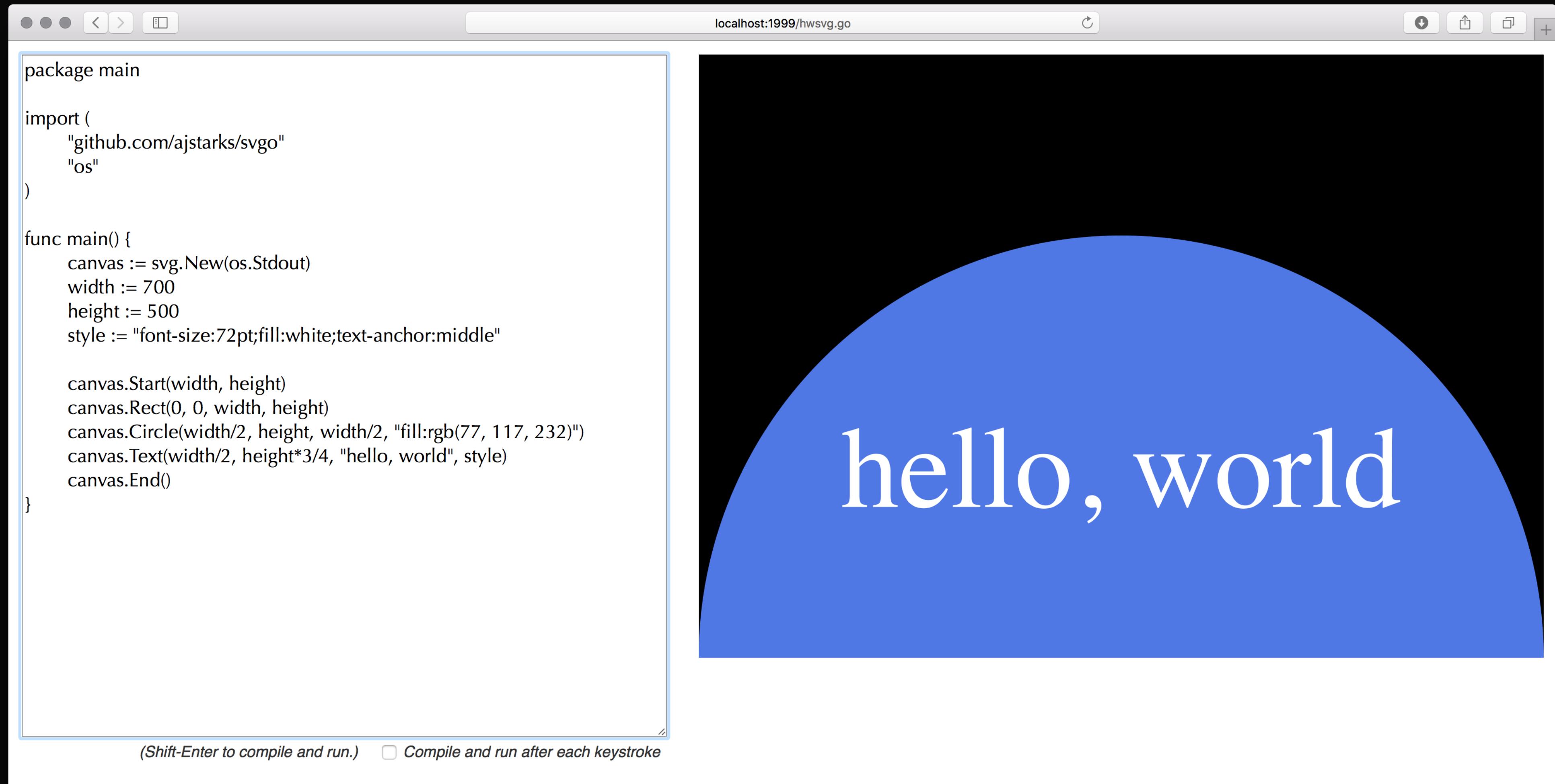
import (
    "os"
    "strings"
    "github.com/ajstarks/svg"
)
```

# March 2010



SVGo First Commit

# May 2011



A screenshot of a web browser window titled "localhost:1999/hwsvg.go". The left pane contains a code editor with the following Go code:

```
package main

import (
    "github.com/ajstarks/svg"
    "os"
)

func main() {
    canvas := svg.New(os.Stdout)
    width := 700
    height := 500
    style := "font-size:72pt;fill:white;text-anchor:middle"

    canvas.Start(width, height)
    canvas.Rect(0, 0, width, height)
    canvas.Circle(width/2, height, width/2, "fill:rgb(77, 117, 232)")
    canvas.Text(width/2, height*3/4, "hello, world", style)
    canvas.End()
}
```

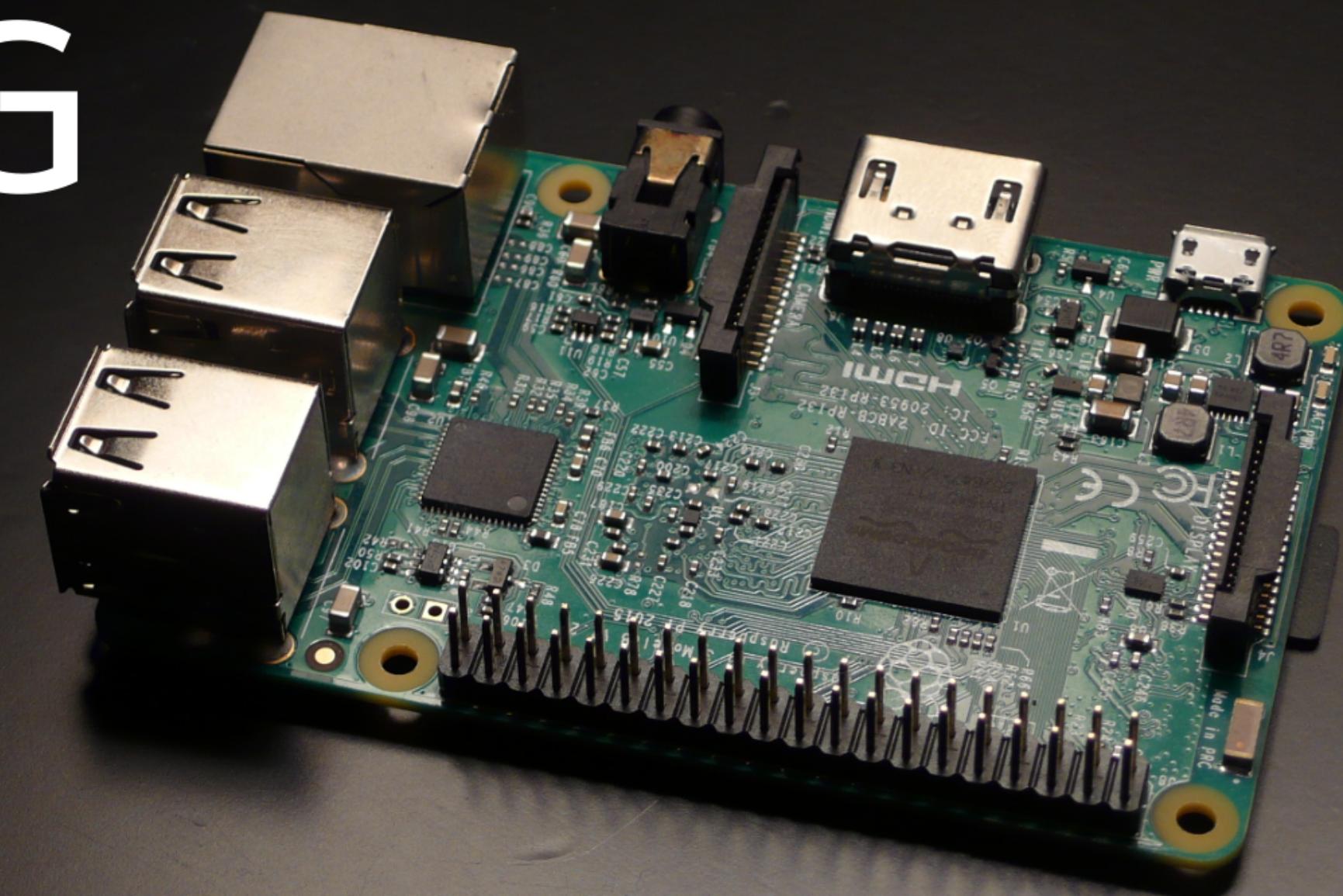
The right pane displays a rendered SVG visualization. It features a large blue circle centered on a black background. Inside the blue circle, the text "hello, world" is displayed in white, matching the style defined in the code.

*(Shift-Enter to compile and run.)*  *Compile and run after each keystroke*

## Sketching with Code

# September 2012

## OpenVG



OpenVG 2D Graphics on the Raspberry Pi

cgo

July 2013

Deck



a Go package for presentations

Deck: a package for presentations

# April 2014



First GopherCon

Participated in the Hack Day Lightning Talks

# November 2015



dotGo – Paris, invited by @davecheney

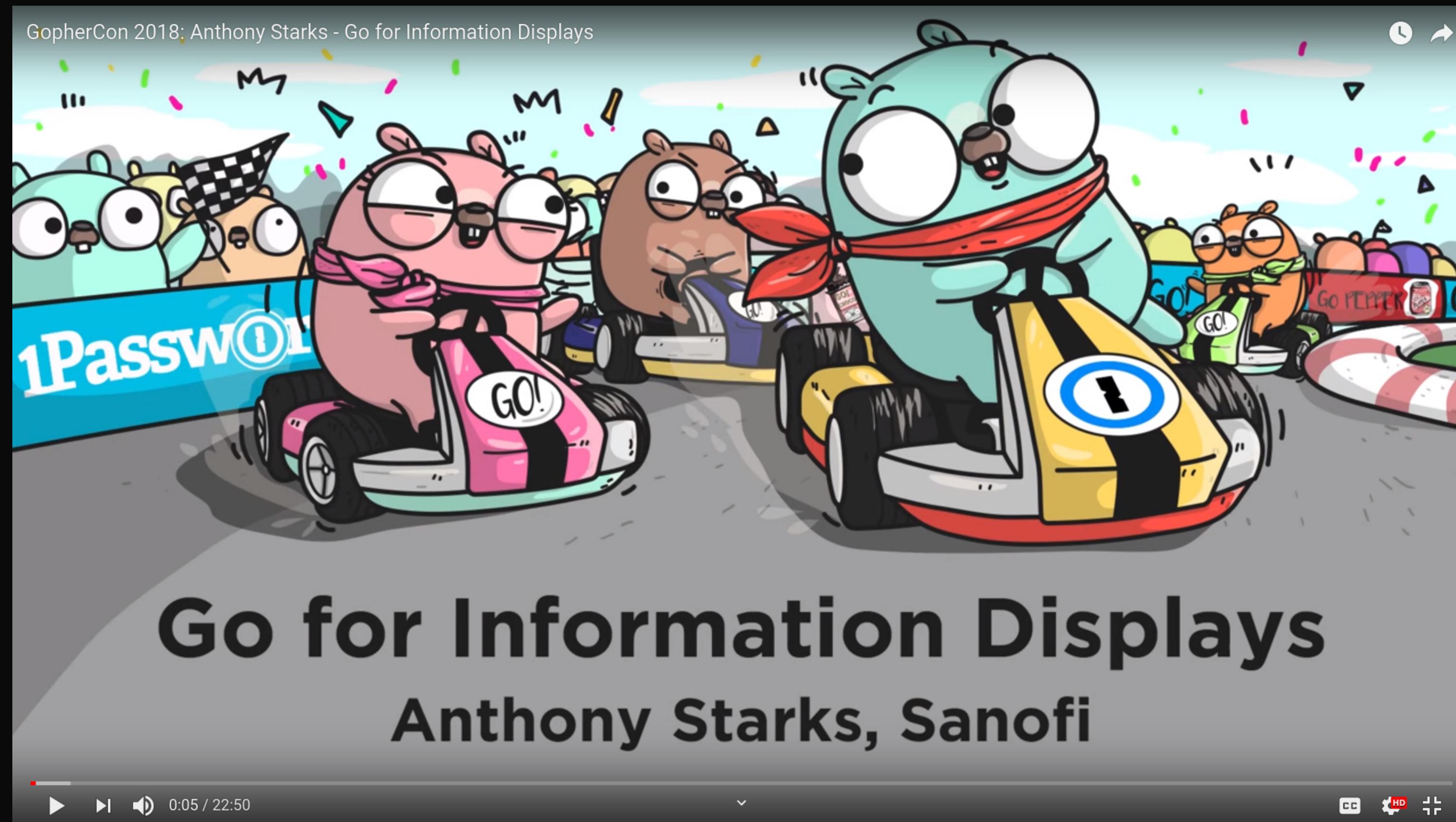
First time speaking at a 'big' conference

# April 2018



Gotham Go 2018 – New York

# August 2018



GopherCon 2018 – Denver

# September 2018

**decksh**  
a little language for decks

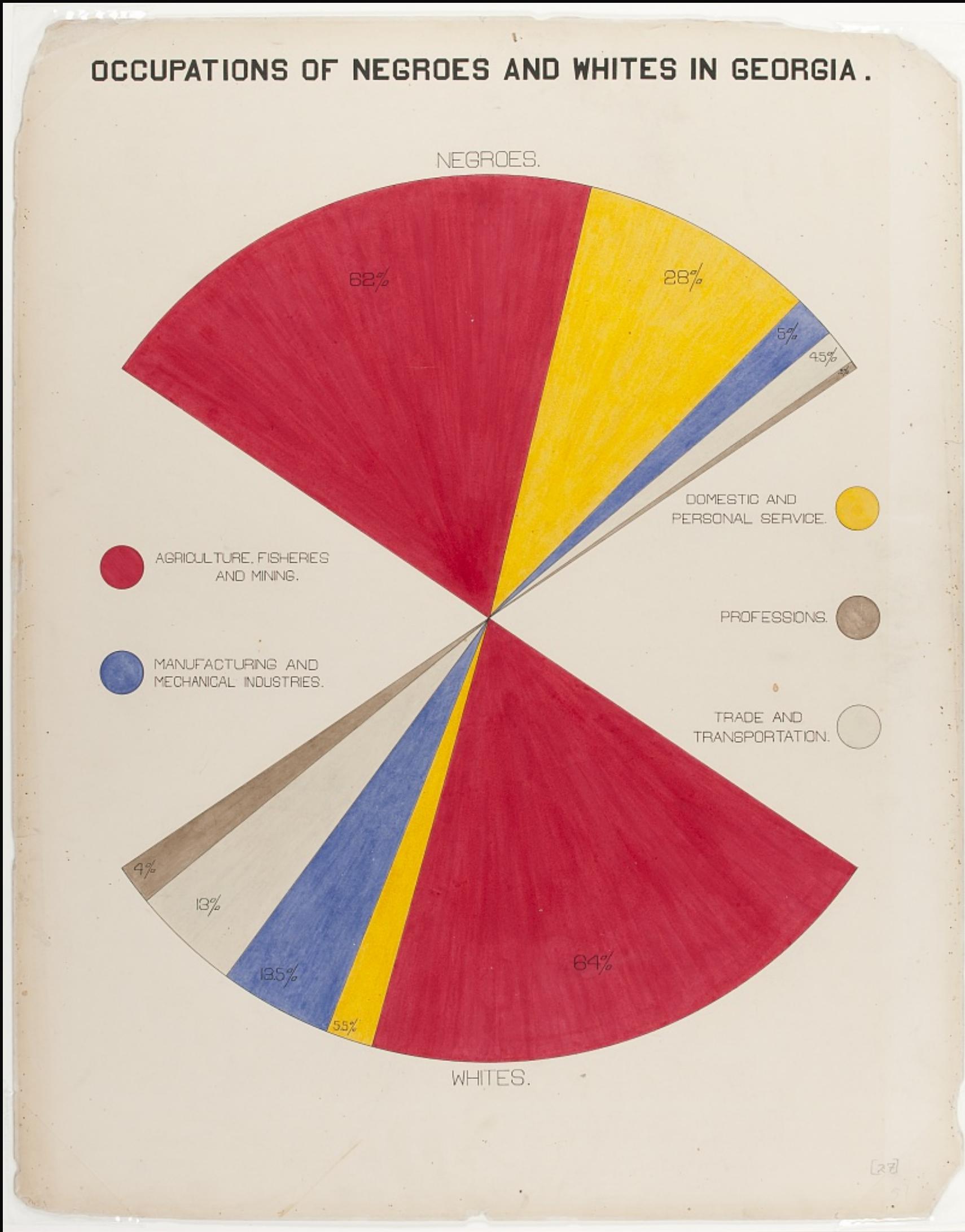


Anthony Starks  
@ajstarks

decksh: scripting for information displays

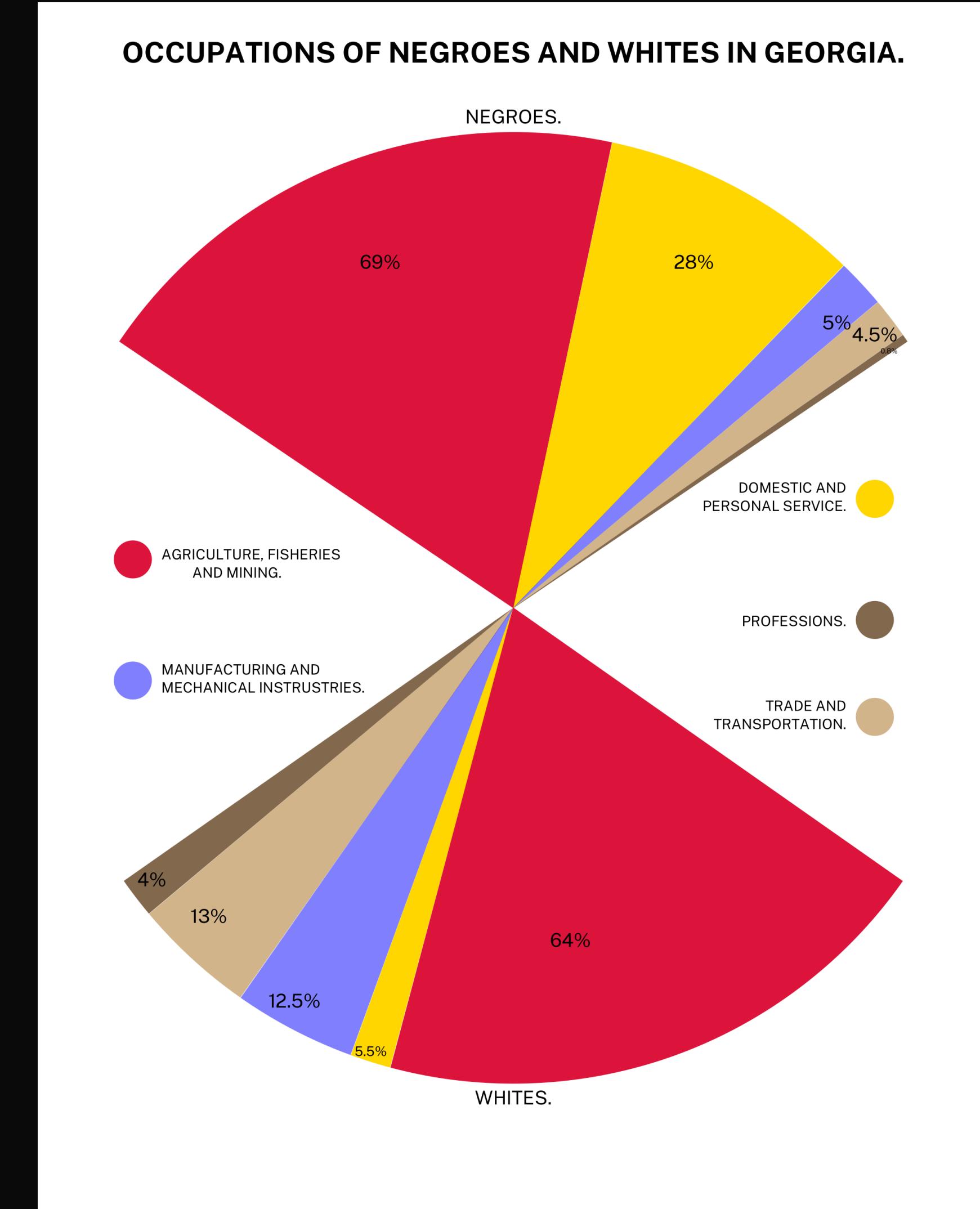
dchart: charting package using deck markup

# Pen, Ink, Watercolor, Paper, Expos



1900

# Scripting, Digital Fonts, PDF, Internet



2019

# Ten Years of Go

