

Project #2

Contributing to Open Source Projects

Tech Talent Pipeline, Winter 2026

Goals

Independence

Team Communication & Norms

Reading Documentation

Running / Writings Tests

Steps

1. Find a suitable project to contribute to
2. Build and test locally
3. Assign yourself a good-first-bug ticket
4. Solve the bug
5. Submit your work for approval
6. Revise and re-submit

Finding a good project

- Good First Issue: <https://goodfirstissue.dev/>
- Up For Grabs: <https://up-for-grabs.net/#/>
- Code Tribute: <https://codetribute.mozilla.org/>
- Look for CONTRIBUTORS.md
- Filter Issues by good-first-bug tag on GitHub

Pre-Approved Projects

- Fastify: <https://github.com/fastify/fastify/issues>
- NextJS: [https://github.com/vercel/next.js/issues?
q=is%3Aissue%20state%3Aopen%20label%3A%22good%20first%20issue%22](https://github.com/vercel/next.js/issues?q=is%3Aissue%20state%3Aopen%20label%3A%22good%20first%20issue%22)
- VSCode: <https://github.com/microsoft/vscode/wiki/How-to-Contribute>
- Firefox Dev Tools: <https://codereview.mozilla.org/projects/firefox-devtools>
- Cesium: <https://github.com/CesiumGS/cesium/contribute>

Solo or Team (2-3)

Deadline and “Completion”

- Pick a project and build locally by January 13
- We don't have control over the project's maintainers.
 - Make a *good faith effort* to meet the expectations.
 - Always be polite and professional in your communications.
 - Don't be afraid to ask them questions!
- Goal is to have something approved by January 20