

# Optimizing JavaScript



By Seth Ladd

Seth is a contributor to WebFundamentals

JavaScript is relatively fast, but it can always go faster. Read more about how to optimize your JavaScript for performance.

- [How to write low garbage real-time JavaScript](#) from Scirra, the HTML5 game making tool.
- [Optimizing for V8 - Introduction](#) is written by Florian Loitsch, engineer on Dart's JavaScript generation.
- [Optimizing for V8 - Inlining, Deoptimizations](#) is part 2 in Florian's series.
- [From Console to Chrome - HTML5 and JavaScript for game developers](#) from Lilli Thompson, Chrome Games engineer.

---

*Except as otherwise noted, the content of this page is licensed under the [Creative Commons Attribution 3.0 License](#), and code samples are licensed under the [Apache 2.0 License](#). For details, see our [Site Policies](#). Java is a registered trademark of Oracle and/or its affiliates.*

*Last updated July 2, 2018.*