Contributing to Open Source:

From Not Knowing Python to Becoming a Spyder Core Developer

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Context



Spyder is a scientific development environment written in Python, for Python. It offers a unique combination of the advanced editing, analysis, debugging, and profiling functionality of a comprehensive development tool for data exploration, interactive execution, deep inspection, and visualization capabilities.



Currently working at Quansight/Quansight Labs as a Software Engineer



How it began

- I was an undergraduate student doing a double degree on Industrial Engineering and Systems and Computing Engineering in 2016.
- No experience programming with Python.
- Started working with a Spyder maintainer (Carlos Cordoba).
- Started doing small fixes/helping others in issues like:





spyder issue 3522

spyder issue 3564

How it's going





Spyder Small Development Grant proposal

- Core developer since 2019.
- Release manager for Spyder versions 4.1.6, 4.2.1, 5.2.0, 5.2.1, 5.2.2, 5.3.0 and 5.3.2
- A proposal to improve the Spyder installer on Windows and the Python environments/packages management was accepted by NumFOCUS and will let the project fund a junior developer to work in the changes for six months.

Learned things

Communication

- Multicultural and multilingual community.
- People asking for help or creating issues can be completely new to Python or Spyder.
- Importance in being comprehensive, respectful and have a good attitude to moderate all the conversations.

Roadmap



Spyder 2022 Roadmap

- Planned for the community.
- It becomes the source of ideas to write proposals to get funds and then make those ideas achievable.

Funding

Having different funding sources helps keeping the project going while not being dependent from an specific organization. For example Spyder has had funding from:

- NumFOCUS Small Development grants.
- Google Season of Docs
- PSF grants program
- Quansight Labs CWO
- OpenCollective (Donations)

Spyder related projects/repositories

