From OSS Contributions to Employment

Overview

- Background (who I am)
- How/Why I got started with OSS
 - o lints/docs PRs
 - Feature PRs (merged and unmerged)
 - My most "loved" PRs
- How to become a maintainer
- The long tail "Unexpected returns"
- Some of my favorite PRs and reviews
- These slides at github.com/simlay/presentations in a subdirectory

About me

- github.com/simlay, hachyderm.io/@simlay
- Maintainership
 - o <u>coreaudio-rs</u> (3.7m downloads)
 - o coreaudio-sys (4.2m downloads)
 - o <u>hap-rs</u> (30k downloads) <u>Due to a review on this PR</u>.
- "Co-ownership" Increasing bus factor
 - o <u>objc2 rust crate</u> bindings and framework for working with objective-c ~12m downloads
- OSS Contributions
 - O Authored 621+ PRs, 297+ issues on 150+ repos
 - Big repos rust-lang/rust, rust-bindgen, tokio, bevy, etc.

Why - ambitions bigger than an employer

- Rust
 - o iOS and rust
 - A dislike of xcode/android studio
 - Write once, compile/run for/on many targets (more on this later)
- Altruism?
 - o It is free work, do it because it's fun
- Longer lived work
 - These changes from 2019 finally need fixing (fixed by someone else)
- A bigger toolbox

Literally how

















Getting my feet wet - "Write some docs"

- rls (an early rust language-server)
- Adding documentation to arewewebyet.org
- My first "confrontation"
- <u>A Lint PR</u>
- An ignored PR no blame to the maintainer
 - Years later I authored 5 PRs to a different project of theirs.
- Another lint PR
- A simple fix to the Rust Lang tooling

Making waves

- "Touch support" to the iced GUI library twitter link
- Bevy (a game library) iOS support and CI
- Authoring a PR that will never merge (iced)
- google/shaderc-rs contributions

Path to Maintainership

- Coreaudio "simlay is very active in the rust iOS community"
- hap-rs "Thanks for the review"
- objc2:

madsmtm

(Simlay): Would you like to become co-owner of my objc2 crates on crates.io? I'd like to reduce the bus-factor for these, and you've been involved in the Objective-C + Rust community far longer than I have.

simlay

madsmtm

Simlay: Would you like to become co-owner of my objc2 crates on crates.io? I'd like to reduce the bus-factor for these, and you've been involved in the Objective-C + Rust community far longer than I have.

Sure! I'm game to help reduce bus factor. Looking at the contributors list, I'm not sure how I'm not in them (https://github.com/madsmtm/objc2/graphs/contributors). I've done a bunch of other objective-c rust stuff. I feel like "co-owner" is earned with time if you want to add as a collaborator, I'll help out.

Return on investment

- Got a job (I applied to) at an open source startup (Oct 2020)
- Got a job offer (I did not apply to) working on Tauri (Dec 2021)
 - They found my uikit-sys rust bindings for iOS
- Accepted a job (that I did not apply to) doing open source rust (Sep 2023)
 - Due to adding initial support of tvOS to the rust compiler.
 - o Build for all the apple targets
- Accepted a job (that I did not apply to) at fortune 500 (oct 2024)
 - Uses Rust in UI
 - Uses webassembly on TVs

Additional Benefits

- Define your niche mine is clearly Mobile/UI Rust
- The jobs come to you
- Github CI is free on public repos!
 - o <u>CI for simlay.net</u>
 - o <u>CI for my Resume</u> (written in LaTeX)

Favorite PRs

- <u>Java FFI for vibrating devices</u>
- The giant iced PR that I knew would never be merged
- One liner to rust-lang PR #11650
- The slow PR to a big project (rust-lang)