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Hi Glitch (the company) and especially Hi to the individual reading this letter!

Whether you're in New York, or located in a remote location, I hope the weather is pleasant and beautiful.

To get right to it, I'd like to start off with where I'm coming from in recent times:

I'm in a strange place! Lately it's been difficult for me to concisely encapsulate what I "do" or what the exact nature of my work "is". What should my title be? How do I carry myself in a corporate setting? These are a few examples of things I think about a lot lately...



... and in a sense, I feel a relatable and very parallel tension in the way Glitch carries itself as a product–platform:

It's ... sorta like Github, but it's easier to just get going. It reminds one of the "general REPL format" you'll find online in any programming tutorial. It's kinda like those platforms that allow you to sketch code out and see results instantly. It's even like Sketch or Figma or whatever the new design/prototyping tool of the month is — Glitch feels distinctly "visual" in the way it outwardly presents its output.

While Glitch seems to contain multitudes, it maintains a magnetic product quality I can't put a name to —

I wonder often why it's the first tool I reach out to "see what a header concept will look like", or to "sketch another iteration of my website" or to research basic web componentry. It's *the* platform I convinced begruding students to adopt in order to directly work out their ideas in code, and still try to get collaborators onto whenever possible.

Regardless of what the project ends up being ... if it's related to the web (which encapsulates so much), I want to start it on Glitch.

Glitch is exciting to me simply because I'm already an enthusiastic tinkerer actually living with the product. From the perspective of "someone who builds things", there's something deeply rewarding about professionally working on a tool/space/platform you hold dear and actually use day-to-day.

In this same sense, I deeply feel the platform *can* grow into an individuated expression of what creative computation, programming-as-group-activity, and self-education can look like. Many platforms out there "teach people how to code", but Glitch stokes a sense of play that's invaluable in a lifelong pursuit of learning.

I think I can help manifest this spirit.

