Matthew Turk

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I've been involved with a few community projects, mostly small- to medium-scale:
- Simulation codes (Enzo, GAMER)
- "Software science" projects (Crops in silico, Whole Tale)
- Analysis/visualization (yt)
- Previously member of NumFOCUS, involve in open source scientific software community

I am interested in how we can balance disparate needs:

- Reducing gatekeeping
- Increasing participation
- Improving quality
- Distributing "resources"
- Spending energy