



Unconf 2025

RustNYC Unconference: it's a great idea to go!

Benefits

This is a high-value opportunity for targeted professional development in Rust. This is discussion-focused and driven by attendees, you're sure to get a lot out of it.

Benefits of attending include:

- **Deep-Dive learning:** Engaging in collaborative, discussion-based sessions that offer a much deeper understanding of topics than passive talks. Have a specific question? You'll have multiple hours to get the answer you need from professional Rust engineers. Don't know who to ask? The unconference is divided into tracks based on subjects, so you'll know exactly where to go.
- **Hands-on learning:** Prefer workshops to discussions? We have several to choose from, including **Make Your Own Gametank Game in Rust** with Devin Brite, **Rust Fundamentals** with Savanni D'Gerinel and **Rust-Python Interop In 1 Hour** with Nico Posner.
- **Networking:** Spend hours connecting with Rust engineers in the NYC community. This may be especially relevant for folks at companies considering future Rust hiring! RustNYC is the largest Rust-language meetup in the world, with over 4,000 members, and this is our largest event yet! So, come take advantage!
- **Skill demonstration:** Interested in leading a session or giving a lightning talk? We can facilitate that, too!
- **Beginners to experts welcome:** the tracks cover everything from **Rust Fundamentals** with Savanni D'Gerinel to **Managing Medium-to-Large Rust projects** with Joshua Send to **Distributed Systems** with Brendan O'Brien. Whatever your skill level, there's something for you! Even if you're trying to break into Rust for the first time, we have a track on that, too!
- **It's free!**

Topics

Check out the full track list as well as more details on each track:

📅 2025 RustNYC Unconf Tracks .

- **Safety Critical Rust** with Xander Cesari
- **Managing Medium-to-Large Rust Projects** with Joshua Send
- **Embedded Rust** with Robert Queenin
- **Growing Your Career in Rust** with Ross Townsend
- **Automate crate maintenance: CI+AutoFix+AutoPublish+Other Tricks** with Yuri Astrakhan
- **Workshop: Make Your Own Gametank Game in Rust** with Devin Brite
- **Service Architectures** with David Souther
- **Scientific Computing** with James Logan and Helmut Carter
- **Interfacing Single-Threaded C++ with Multi-Threaded Rust** with Michael Gibson and Shuxian Wang
- **Interop Workshop: Rust - Python In 1 Hour** with Nico Posner
- **Diversity by Design: Strengthening Tech Communities Through Representation** with Stephanie Zavala
- **Distributed Systems - an open discussion** with Brendan O'Brien (b5)
- **Databases in Rust** with Dov Alperin
- **Rust As A Common Implementation Language For Cross-Language Functionality** with Nathan West
- **Building with Rust & Goblin AI** with Will Berry
- **Rust Fundamentals - An Interactive Workshop** with Savanni D'Gerinel
- **Rust in Kubernetes** with Carson Weeks
- **Building Secure Systems with Rust** with Richard Habeeb
- **Turn ANYTHING into a database** with Alex Kesling
- **Lightning Talks**

Time and Location

Date: Friday, Dec 5, 2025 2:00 PM

Location: Lawrence Harvey, 123 William St, 26th Floor, 10003

📍 Lawrence Harvey New York

