Contribution ID: **29** Type: **not specified**

Experiences from full-time software development and how they can benefit scientific computing

Tuesday, 1 October 2019 15:20 (20 minutes)

I left the field of astrophysics a year ago and started working as a full-time software developer for the European Spallation Source, a large neutron physics facility current under construction in Lund (Sweden). I am involved in a sizeable project counting about 30 core developers, over 50 more casual developers, and ~2000 users. I will share my experiences on the methods we use to coordinate such a development between Scandinavia, France, the UK and the US, and how some could really benefit development practises for Ramses. These involve code reviews, continuous integration, build servers, and performance monitoring. Setting all this up often seems too time-consuming for scientists who also have to analyse their results, publish articles and write funding applications. I will try to convince you that they do really save time in the long run, and attempt to start a discussion on how computational astrophysics software development could evolve in the future.

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Session Classification: Evolving RAMSES