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/* zlib.h -- interface of the 'zlib' general purpose compression library
version 1.2.11, January 15th, 2017

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jloup@gzip.org madler@alumni.caltech.edu

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```

```
Damian Gryski <dgryski@gmail.com>
Jan Mercl <0xjnm@gmail.com>
Kai Backman <kaib@golang.org>
Marc-Antoine Ruel <maruel@chromium.org>
Nigel Tao <nigeltao@golang.org>
Rob Pike <r@golang.org>
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compiler/cpp/src/parse/t_program.h
compiler/cpp/src/platform.h
compiler/cpp/src/thrift.ll
compiler/cpp/src/thrift.yy
lib/csharp/src/Protocol/TBinaryProtocol.cs
lib/csharp/src/Protocol/TField.cs
lib/csharp/src/Protocol/TList.cs
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lib/csharp/src/Protocol/TType.cs
lib/csharp/src/Server/TServer.cs
lib/csharp/src/Server/TSimpleServer.cs
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lib/rb/lib/thrift.rb
lib/st/README
lib/st/thrift.st
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bmatsuo

shawnps

theory

jboverfelt

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Protocol Buffers for Go with Gadgets

Go support for Protocol Buffers - Google's data interchange format

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<https://github.com/golang/protobuf>

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Dave Cheney <dave@cheney.net>

Saulius Gurklys <s4uliu5@gmail.com>

John Eikenberry <jae@zhar.net>

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Anton Povarov <anton.povarov@gmail.com>

Brian Goff <cpuguy83@gmail.com>

Clayton Coleman <ccoleman@redhat.com>

Denis Smirnov <denis.smirnov.91@gmail.com>

DongYun Kang <ceram1000@gmail.com>

Dwayne Schultz <dschultz@pivotal.io>

Georg Apitz <gapitz@pivotal.io>

Gustav Paul <gustav.paul@gmail.com>

Johan Brandhorst <johan.brandhorst@gmail.com>

John Shahid <jvshahid@gmail.com>

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Laurent <laurent@adyoulike.com>

Patrick Lee <patrick@dropbox.com>

Peter Edge <peter.edge@gmail.com>

Roger Johansson <rogersaling@gmail.com>
Sam Nguyen <sam.nguyen@sendgrid.com>
Sergio Arbeo <serabe@gmail.com>
Stephen J Day <stephen.day@docker.com>
Tamir Duberstein <tamird@gmail.com>
Todd Eisenberger <teisenberger@dropbox.com>
Tormod Erevik Lea <tormodlea@gmail.com>
Vyacheslav Kim <kane@sendgrid.com>
Walter Schulze <awalterschulze@gmail.com>

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#

Use the following command to generate the list

```
#
# git shortlog -se | awk '{print $2 " " $3 " " $4}'
#
# and do appropriate cleanups.
```

DanB <danb@cgrates.org>
David Wilkie <dwilkie@gmail.com>
Seyi Ogunyemi <micrypt@users.noreply.github.com>
Tapio <fitase@emblacom.com>
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```
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Doug Kwan <dougkwan@google.com>
Dmitriy Vyukov <dvyukov@google.com>
John Millikin <jmillikin@gmail.com>
Mike Nazarewicz <mpn@google.com>
Nico Weber <thakis@chromium.org>
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1.5 libxml 2.9.10

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1.6 free-type 2.10.2

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#

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#

.gitignore

#

builds/unix/pkg.m4

#

docs/FTL.TXT

docs/GPLv2.TXT

#

include/freetype/internal/fthash.h

#

src/base/fthash.c

src/base/md5.c

src/base/md5.h

#

```
src/bdf/bdf.c
src/bdf/bdf.h
src/bdf/bdfdrivr.c
src/bdf/bdfdrivr.h
src/bdf/bdferror.h
src/bdf/bdflib.c
src/bdf/module.mk
src/bdf/README
src/bdf/rules.mk
#
src/pcf/module.mk
src/pcf/pcf.c
src/pcf/pcf.h
src/pcf/pcfdrivr.c
src/pcf/pcfdrivr.h
src/pcf/pcferror.h
src/pcf/pcfread.c
src/pcf/pcfread.h
src/pcf/pcfutil.c
src/pcf/pcfutil.h
src/pcf/README
src/pcf/rules.mk
#
src/gzip/adler32.c
src/gzip/infblock.c
src/gzip/infblock.h
src/gzip/infcodes.c
src/gzip/infcodes.h
src/gzip/inffixed.h
src/gzip/inflate.c
src/gzip/inftrees.c
src/gzip/inftrees.h
src/gzip/infutil.c
src/gzip/infutil.h
src/gzip/zconf.h
src/gzip/zlib.h
src/gzip/zutil.c
src/gzip/zutil.h
#
src/tools/apinames.c
src/tools/ftandom/ftandom.c
#
# EOF
```

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C++ Big Integer Library
(see ChangeLog for version)

<http://mattmccutchen.net/bigint/>

Written and maintained by Matt McCutchen <matt@mattmccutchen.net>

You can use this library in a C++ program to do arithmetic on integers of size limited only by your computer's memory. The library provides `BigUnsigned` and `BigInteger` classes that represent nonnegative integers and signed integers, respectively. Most of the C++ arithmetic operators are overloaded for these classes, so big-integer calculations are as easy as:

```
#include "BigIntegerLibrary.hh"
```

```
BigInteger a = 65536;
cout << (a * a * a * a * a * a * a * a * a * a);
```

(prints 340282366920938463463374607431768211456)

The code in `sample.cc` demonstrates the most important features of the library. To get started quickly, read the code and explanations in that file and run it. If you want more detail or a feature not shown in `sample.cc`, consult the consult the actual header and source files, which are thoroughly commented.

This library emphasizes ease of use and clarity of implementation over speed; some users will prefer GMP (<http://swox.com/gmp/>), which is faster. The code is intended to be reasonably portable across computers and modern C++ compilers; in particular, it uses whatever word size the computer provides (32-bit, 64-bit, or otherwise).

Compiling programs that use the library

The library consists of a folder full of C++ header files (`.hh`) and source files (`.cc`). Your own programs should `#include` the necessary header files and link with the source files. A makefile that builds the sample program (`.sample.cc`) is included; you can adapt it to replace the sample with your own program.

Alternatively, you can use your own build system or IDE. In that case, you must put the library header files where the compiler will find them and arrange to have your program linked with the library source files; otherwise, you will get errors about missing header files or "undefined references". To learn how to do this, consult the documentation for the build system or IDE; don't bother asking me. Adding all the library files to your project will work in many IDEs but may not be the most desirable approach.

Resources

The library's Web site (above) provides links to released versions, the current development version, and a mailing list for release announcements, questions, bug reports, and other discussion of the library. I would be delighted to hear from you if you like this library and/or find a good use for it.

Bugs and enhancements

The library has been tested by me and others but is by no means bug-free. If you find a bug, please report it, whether it comes in the form of compiling trouble, a mathematically inaccurate result, or a memory-management blooper (since I use Java, these are altogether too common in my C++). I generally fix all reported bugs. You are also welcome to request enhancements, but I am unlikely to do substantial amounts of work on enhancements at this point.

Legal

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## 1.9 leveldb 11

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## 1.10 x-crypto v0.0.0 (4b2356b)

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```

Adam Bender <abender@google.com>  
Adam Eijdenberg <adam@continusec.com>  
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Alex Jin <toalexjin@gmail.com>  
Alex Myasoedov <msoedov@gmail.com>  
Alex Plugaru <alex@plugaru.org> <alexandru.plugaru@gmail.com>  
Alex Schroeder <alex@gnu.org>  
Alex Sergeev <abc@alexsergeev.com>  
Alex Vaghin <crhyme@google.com>  
Alexander Demakin <alexander.demakin@gmail.com>  
Alexander Dring <email@alex.d.ch>  
Alexander F Rdseth <alexander.rodseth@appeartv.com>  
Alexander Guz <kalimatas@gmail.com>  
Alexander Kauer <alexander@affine.space>  
Alexander Kucherenko <alxkchr@gmail.com>  
Alexander Larsson <alexander.larsson@gmail.com>  
Alexander Menzhinsky <amenzhinsky@gmail.com>  
Alexander Morozov <lk4d4math@gmail.com>  
Alexander Neumann <alexander@bumper.de>  
Alexander Orlov <alexander.orlov@loxal.net>  
Alexander Pantyukhin <apantykhin@gmail.com>  
Alexander Polcyn <apolcyn@google.com>  
Alexander Reece <awreece@gmail.com>  
Alexander Surma <surma@surmair.de>  
Alexander Zhavnerchik <alex.vizor@gmail.com>  
Alexander Zolotov <goldifit@gmail.com>  
Alexandre Cesaro <alexandre.cesaro@gmail.com>  
Alexandre Fiori <fiorix@gmail.com>  
Alexandre Normand <alexandre.normand@gmail.com>  
Alexandre Parentea <aubonbeurre@gmail.com>  
Alexandre Viau <alexandre@alexandreviau.net>  
Alexandru Mooi <brtznr@gmail.com>  
Alexei Sholik <alcosholik@gmail.com>  
Alexey Borzenkov <snaury@gmail.com>  
Alexey Neganov <neganovalexey@gmail.com>  
Alexey Palazhchenko <alexey.palazhchenko@gmail.com>  
Alexis Hildebrandt <surryhill@gmail.com>  
Alexis Hunt <lexer@google.com>  
Alexis Imperial-Legrand <ail@google.com>  
Ali Rizvi-Santiago <arizvisa@gmail.com>  
Aliaksandr Valialkin <valyala@gmail.com>  
Alif Rachmawadi <subosito@gmail.com>  
Allan Simon <allan.simon@supinfo.com>  
Alok Menghrajani <alok.menghrajani@gmail.com>  
Aman Gupta <aman@tmm1.net>  
Amir Mohammad Saied <amir@gluegadget.com>  
Amr Mohammed <merodiro@gmail.com>  
Amrut Joshi <amrut.joshi@gmail.com>  
Anand K. Mistry <anand@mistry.ninja>  
Anders Pearson <anders@columbia.edu>

Andr Carvalho <asantostc@gmail.com>  
Andre Nathan <andrenth@gmail.com>  
Andrea Spadaccini <spadaccio@google.com>  
Andreas Auernhammer <aead@mail.de>  
Andreas Jellinghaus <andreas@ionisiert.de> <anj@google.com>  
Andreas Litt <andreas.litt@gmail.com>  
Andrei Korzhevskii <a.korzhevskiy@gmail.com>  
Andrei Tudor Clin <mail@acln.ro>  
Andrei Vieru <euvieru@gmail.com>  
Andres Erbsen <andreser@google.com>  
Andrew Austin <andrewacht@gmail.com>  
Andrew Balholm <andybalholm@gmail.com>  
Andrew Benton <andrewmbenton@gmail.com>  
Andrew Bonventre <andybons@chromium.org>  
Andrew Braunstein <awbraunstein@gmail.com>  
Andrew Bursavich <abursavich@gmail.com>  
Andrew Ekstedt <andrew.ekstedt@gmail.com>  
Andrew Etter <andrew.etter@gmail.com>  
Andrew Gerrand <adg@golang.org>  
Andrew Harding <andrew@spacemonkey.com>  
Andrew Jackura <ajackura@google.com>  
Andrew Lutomirski <andy@luto.us>  
Andrew Pilloud <andrewpilloud@igneoussystem.com>  
Andrew Pogrebnoy <absourd.noise@gmail.com>  
Andrew Pritchard <awpritchard@gmail.com>  
Andrew Radev <andrey.radev@gmail.com>  
Andrew Skiba <skibaa@gmail.com>  
Andrew Szeto <andrew@jabagawee.com>  
Andrew Werner <andrew@upthere.com> <awerner32@gmail.com>  
Andrew Wilkins <axwalk@gmail.com>  
Andrew Williams <williams.andrew@gmail.com>  
Andrey Mirtchovski <mirtchovski@gmail.com>  
Andrey Petrov <andrey.petrov@shazow.net>  
Andrii Soldatenko <andrii.soldatenko@gmail.com>  
Andrii Soluk <isoluchok@gmail.com>  
Andriy Lytvynov <lytvynov.a.v@gmail.com>  
Andrzej eel <andrii.zhezhel@gmail.com>  
Andy Balholm <andy@balholm.com>  
Andy Davis <andy@bigandian.com>  
Andy Finkenstadt <afinkenstadt@zynga.com>  
Andy Lindeman <andy@lindeman.io>  
Andy Maloney <asmaloney@gmail.com>  
Andy Walker <walkeraj@gmail.com>  
Anfernee Yongkun Gui <anfernee.gui@gmail.com>  
Angelo Bulfone <mbulfone@gmail.com>  
Anh Hai Trinh <anh.hai.trinh@gmail.com>  
Anit Gandhi <anitgandhi@gmail.com>  
Anmol Sethi <anmol@aubble.com>

Anschel Schaffer-Cohen <anschelsc@gmail.com>  
Anthony Alves <cvballa3g0@gmail.com>  
Anthony Canino <anthony.canino1@gmail.com>  
Anthony Eufemio <anthony.eufemio@gmail.com>  
Anthony Martin <ality@pbrane.org>  
Anthony Sottile <asottile@umich.edu>  
Anthony Starks <ajstarks@gmail.com>  
Anthony Voutas <voutasaurus@gmail.com>  
Anthony Woods <awoods@raintank.io>  
Antoine Martin <antoine97.martin@gmail.com>  
Antonin Amand <antonin.amand@gmail.com>  
Antonio Antelo <aantelov87@gmail.com>  
Antonio Bibiano <antbbn@gmail.com>  
Antonio Murdaca <runcom@redhat.com>  
Antonio Troina <thoeni@gmail.com>  
Apisak Darakananda <pongad@gmail.com>  
Aram Hvrneanu <aram@mgk.ro>  
Areski Belaid <areski@gmail.com>  
Ariel Mashraki <ariel@mashraki.co.il>  
Arkadi Pyuro <arkadi@google.com>  
Arlo Breault <arlolra@gmail.com>  
Arnaud Ysmal <arnaud.ysmal@gmail.com>  
Arne Hormann <arnehormann@gmail.com>  
Arnout Engelen <arnout@bzzt.net>  
Aron Nopanen <aron.nopanen@gmail.com>  
Arthur Khashaev <arthur@khashaev.ru>  
Artyom Pervukhin <artyom.pervukhin@gmail.com>  
Arvinth Rajesh Tamilmani <art@a-30.net>  
Ashish Gandhi <ag@ashishgandhi.org>  
Asim Shankar <asimshankar@gmail.com>  
Atin Malaviya <amalaviy@akamai.com>  
Ato Araki <ato.araki@gmail.com>  
Audrey Lim <audreylh@gmail.com>  
Audrius Butkevicius <audrius.butkevicius@gmail.com>  
Augusto Roman <aroman@gmail.com>  
Aulus Egnatius Varialus <varialus@gmail.com>  
Aurlien Rainone <aurelien.rainone@gmail.com>  
Austin Clements <austin@google.com> <aclements@csail.mit.edu>  
awaw fumin <awawfumin@gmail.com>  
Awn Umar <awn@cryptolosophy.io>  
Axel Wagner <axel.wagner.hh@googlemail.com>  
Ayanamist Yang <ayanamist@gmail.com>  
Aymerick Jhanne <aymerick@jehanne.org>  
Azat Kaumov <kaumov.a.r@gmail.com>  
Baiju Muthukadan <baiju.m.mail@gmail.com>  
Balazs Lecz <leczb@google.com>  
Baokun Lee <nototon@gmail.com>  
Bartosz Grzybowski <melkorm@gmail.com>

Bartosz Oler <brtsz@google.com>  
Bastian Ike <bastian.ike@gmail.com>  
Ben Burkert <ben@benburkert.com>  
Ben Eitzen <eitzenb@golang.org>  
Ben Fried <ben.fried@gmail.com>  
Ben Haines <bhainesva@gmail.com>  
Ben Laurie <ben@links.org> <benl@google.com>  
Ben Lubar <ben.lubar@gmail.com>  
Ben Lynn <benlynn@gmail.com>  
Ben Olive <sionide21@gmail.com>  
Ben Schwartz <bemasc@google.com>  
Ben Shi <powerman1st@163.com>  
Benjamin Black <b@b3k.us>  
Benjamin Cable <cable.benjamin@gmail.com>  
Benjamin Hsieh <tanookiben@users.noreply.github.com>  
Benjamin Prosnitz <bprosnitz@google.com>  
Benjamin Wester <bwester@squareup.com>  
Benny Siegert <bsiegert@gmail.com>  
Benoit Sigoure <tsunanet@gmail.com>  
Berengar Lehr <Berengar.Lehr@gmx.de>  
Bill Neubauer <wcn@golang.org> <wcn@google.com> <bill.neubauer@gmail.com>  
Bill O'Farrell <billo@ca.ibm.com>  
Bill Prin <waprin@google.com>  
Bill Thiede <couchmoney@gmail.com>  
Bill Zissimopoulos <billziss@navimatics.com>  
Billie Harold Cleek <bhcleek@gmail.com>  
Billy Lynch <wlynch@google.com>  
Bjorn Tillenius <bjorn@tillenius.me>  
Bjorn Tipling <bjorn.tipling@gmail.com>  
Blain Smith <rebelgeek@blainsmith.com>  
Blake Gentry <blakesgentry@gmail.com>  
Blake Mesdag <blakemesdag@gmail.com>  
Blake Mizerany <blake.mizerany@gmail.com>  
Blixt <me@blixt.nyc>  
Bob Briski <rbriski@gmail.com>  
Bob Potter <bobby.potter@gmail.com>  
Bobby Powers <bobbypowers@gmail.com>  
Boris Nagaev <nagaev@google.com>  
Borja Clemente <borja.clemente@gmail.com>  
Brad Burch <brad.burch@gmail.com>  
Brad Fitzpatrick <bradfitz@golang.org> <bradfitz@gmail.com>  
Brad Garcia <bgarcia@golang.org>  
Brad Jones <rbjones@google.com>  
Brad Morgan <brad@morgabra.com>  
Brad Whitaker <bwhitaker@fastly.com>  
Braden Bassingthwaite <bbassingthwaite@vendasta.com>  
Bradley Falzon <brad@teambrad.net>  
Brady Catherman <brady@gmail.com>

Brady Sullivan <brady@bsull.com>  
Brandon Bennett <bbennett@fb.com>  
Brandon Gilmore <varz@google.com>  
Brendan Daniel Tracey <tracey.brendan@gmail.com>  
Brendan O'Dea <bod@golang.org>  
Brett Cannon <bcannon@gmail.com>  
Brett Merrill <brett.j.merrill94@gmail.com>  
Brian Dellisanti <briandellisanti@gmail.com>  
Brian Downs <brian.downs@gmail.com>  
Brian G. Merrell <bgmerrell@gmail.com>  
Brian Gitonga Marete <marete@toshnix.com> <bgmarete@gmail.com> <bgm@google.com>  
Brian Kennedy <btkenedy@gmail.com>  
Brian Kessler <brian.m.kessler@gmail.com>  
Brian Ketelsen <bketelsen@gmail.com>  
Brian Slesinsky <skybrian@google.com>  
Brian Smith <ohohvi@gmail.com>  
Brian Starke <brian.starke@gmail.com>  
Bryan Alexander <Kozical@msn.com>  
Bryan C. Mills <bcmills@google.com>  
Bryan Chan <bryan.chan@ca.ibm.com>  
Bryan Ford <brynosaurus@gmail.com>  
Bulat Gaifullin <gaifullinbf@gmail.com>  
Burak Guven <bguven@gmail.com>  
Caine Tighe <arctanofyourface@gmail.com>  
Caio Marcelo de Oliveira Filho <caio.oliveira@intel.com>  
Caleb Martinez <accounts@calebmartinez.com>  
Caleb Spare <cespare@gmail.com>  
Carl Chatfield <carlchatfield@gmail.com>  
Carl Henrik Lunde <chlunde@ifi.uio.no>  
Carl Jackson <carl@stripe.com>  
Carl Johnson <me@carlmjohnson.net>  
Carl Mastrangelo <notcarl@google.com>  
Carl Shapiro <cshapiro@google.com> <cshapiro@golang.org>  
Carlisia Campos <carlisia@grokingtech.io>  
Carlo Alberto Ferraris <cafxx@strayorange.com>  
Carlos Castillo <cookieo9@gmail.com>  
Carlos Cirello <uldericofilho@gmail.com>  
Carlos Eduardo Seo <cseo@linux.vnet.ibm.com>  
Carolyn Van Slyck <me@carolynvanslyck.com>  
Cary Hull <chull@google.com>  
Case Nelson <case.nelson@gmail.com>  
Casey Callendrello <squeed@gmail.com>  
Casey Marshall <casey.marshall@gmail.com>  
Catalin Nicutar <cnicutar@google.com>  
Catalin Patulea <catalinp@google.com>  
Cedric Staub <cs@squareup.com>  
Cezar S Espinola <cezarsa@gmail.com>  
Chad Rosier <mrosier.qdt@qualcommdatacenter.com>

ChaiShushan <chaishushan@gmail.com>  
Charles Fenwick Elliott <Charles@FenwickElliott.io>  
Charles L. Dorian <cldorian@gmail.com>  
Charles Lee <zombie.fml@gmail.com>  
Charles Weill <weill@google.com>  
Cherry Zhang <cherryz@google.com>  
Chew Choon Keat <choonkeat@gmail.com>  
Cholerae Hu <choleraehyq@gmail.com>  
Chotepud Teo <AlexRouSg@users.noreply.github.com>  
Chris Ball <chris@printf.net>  
Chris Biscardi <chris@christopherbiscardi.com>  
Chris Broadfoot <cbro@golang.org>  
Chris Dollin <ehog.hedge@gmail.com>  
Chris Farmiloe <chrisfarms@gmail.com>  
Chris Hines <chris.cs.guy@gmail.com>  
Chris Howey <howeyc@gmail.com>  
Chris Hundt <hundt@google.com>  
Chris Jones <chris@cjones.org> <chris.jones.yar@gmail.com>  
Chris Kastorff <encryptio@gmail.com>  
Chris Lennert <calennert@gmail.com>  
Chris Liles <caveryliles@gmail.com>  
Chris Manghane <cmang@golang.org>  
Chris McGee <sirnewton\_01@yahoo.ca> <newton688@gmail.com>  
Chris Raynor <raynor@google.com>  
Chris Roche <rodaine@gmail.com>  
Chris Smith <chrsmith@users.noreply.github.com>  
Chris Stockton <chrisstocktonaz@gmail.com>  
Chris Zou <chriszou@ca.ibm.com>  
Christian Alexander <christian@linux.com>  
Christian Couder <chriscool@tuxfamily.org>  
Christian Himpel <chressie@googlemail.com> <chressie@gmail.com>  
Christian Pellegrin <chri@evolware.org>  
Christine Hansmann <chhansmann@gmail.com>  
Christoffer Buchholz <christoffer.buchholz@gmail.com>  
Christoph Blecker <admin@toph.ca>  
Christoph Hack <christoph@tux21b.org>  
Christopher Cahoon <chris.cahoon@gmail.com>  
Christopher Guiney <chris@guiney.net>  
Christopher Henderson <chris@chenderson.org>  
Christopher Koch <chrisko@google.com>  
Christopher Nelson <nadiasvertex@gmail.com>  
Christopher Nielsen <m4dh4tt3r@gmail.com>  
Christopher Redden <christopher.redden@gmail.com>  
Christopher Swenson <cswenson@google.com>  
Christopher Wedgwood <cw@f00f.org>  
Christos Zoulas <christos@zoulas.com> <zoulasc@gmail.com>  
Christy Perez <christy@linux.vnet.ibm.com>  
CL Sung <clsung@gmail.com> <cl\_sung@htc.com>

Clement Skau <clementska@gmail.com>  
Cody Oss <the.cody.oss@gmail.com>  
Colby Ranger <cranger@google.com>  
Colin Cross <ccross@android.com>  
Colin Edwards <colin@recursivepenguin.com>  
Colin Kennedy <moshen.colin@gmail.com>  
Colin Rice <clr@google.com>  
Conrad Irwin <conrad.irwin@gmail.com>  
Conrad Meyer <cemeyer@cs.washington.edu>  
Conrado Gouvea <conradopl@gmail.com>  
Constantin Konstantinidis <constantinkonstantinidis@gmail.com>  
Corey Thomasson <cthom.lists@gmail.com>  
Cosmos Nicolaou <cnicolaou@google.com>  
Costin Chirvasuta <ctin@google.com>  
Craig Citro <craigcitro@google.com>  
Cristian Staretu <unclejacksons@gmail.com>  
Cuihtlauac ALVARADO <cuihtlauac.alvarado@orange.com>  
Cyrill Schumacher <cyrill@schumacher.fm>  
Daisuke Fujita <dtanshi45@gmail.com>  
Daker Fernandes Pinheiro <daker.fernandes.pinheiro@intel.com>  
Damian Gryski <dgryski@gmail.com>  
Damien Lespiau <damien.lespiau@gmail.com> <damien.lespiau@intel.com>  
Damien Mathieu <42@dmathieu.com>  
Damien Neil <dneil@google.com>  
Damien Tournoud <damien@platform.sh>  
Dan Ballard <dan@mindstab.net>  
Dan Caddigan <goldcaddy77@gmail.com>  
Dan Callahan <dan.callahan@gmail.com>  
Dan Harrington <harringtond@google.com>  
Dan Jacques <dnj@google.com>  
Dan Peterson <dpiddy@gmail.com>  
Dan Pupius <dan@medium.com>  
Dan Sinclair <dan.sinclair@gmail.com>  
Daniel Fleischman <danielfleischman@gmail.com>  
Daniel Johansson <dajo2002@gmail.com>  
Daniel Kerwin <d.kerwin@gini.net>  
Daniel Krech <eikeon@eikeon.com>  
Daniel Lidn <daniel.liden.87@gmail.com>  
Daniel Mart <mvdan@mvdan.cc>  
Daniel Morsing <daniel.morsing@gmail.com>  
Daniel Nadasi <dnadasi@google.com>  
Daniel Nephin <dnephin@gmail.com>  
Daniel Ortiz Pereira da Silva <daniel.particular@gmail.com>  
Daniel Skinner <daniel@dasa.cc>  
Daniel Speichert <daniel@speichert.pl>  
Daniel Theophanes <kardianos@gmail.com>  
Daniel Upton <daniel@floppy.co>  
Daniela Petruzalek <daniela.petruzalek@gmail.com>

Danny Rosseau <daniel.rosseau@gmail.com>  
Daria Kolistratova <daria.kolistratova@intel.com>  
Darren Elwood <darren@textnode.com>  
Darshan Parajuli <parajulidarshan@gmail.com>  
Datong Sun <dndx@idndx.com>  
Dave Borowitz <dborowitz@google.com>  
Dave Bort <dbort@golang.org>  
Dave Cheney <dave@cheney.net>  
Dave Day <djd@golang.org>  
Dave Grijalva <dgrijalva@ngmoco.com>  
Dave MacFarlane <driusan@gmail.com>  
Dave Russell <forfuncsake@gmail.com>  
David Anderson <danderson@google.com>  
David Barnett <dbarnett@google.com>  
David Benjamin <davidben@google.com>  
David Brophy <dave@brophy.uk>  
David Brgin <676c7473@gmail.com>  
David Calavera <david.calavera@gmail.com>  
David Carlier <devnexen@gmail.com>  
David Chase <drchase@google.com>  
David Covert <davidhcovert@gmail.com>  
David Crawshaw <david.crawshaw@zentus.com> <crawshaw@google.com> <crawshaw@golang.org>  
David du Colombier <0intro@gmail.com>  
David Forsythe <dforsythe@gmail.com>  
David G. Andersen <dave.andersen@gmail.com>  
David Glasser <glasser@meteor.com>  
David Howden <dhowden@gmail.com>  
David Hubbard <dsp@google.com>  
David Jakob Fritz <david.jakob.fritz@gmail.com>  
David Lazar <lazard@golang.org>  
David Leon Gil <coruus@gmail.com>  
David McLeish <davemc@google.com>  
David NewHamlet <david@newhamlet.com>  
David Presotto <presotto@gmail.com>  
David R. Jenni <david.r.jenni@gmail.com>  
David Sansome <me@davidsansome.com>  
David Stainton <dstainton415@gmail.com>  
David Symonds <dsymonds@golang.org>  
David Thomas <davidthomas426@gmail.com>  
David Titarenco <david.titarenco@gmail.com>  
David Url <david@urld.io>  
David Volquartz Lebech <david@lebech.info>  
David Wimmer <davidlwimmer@gmail.com>  
Davies Liu <davies.liu@gmail.com>  
Davor Kapsa <davor.kapsa@gmail.com>  
Dean Prichard <dean.prichard@gmail.com>  
Deepak Jois <deepak.jois@gmail.com>  
Denis Bernard <db047h@gmail.com>



Denis Brandolini <denis.brandolini@gmail.com>  
Denis Nagorny <denis.nagorny@intel.com>  
Dennis Kuhnert <mail.kuhnert@gmail.com>  
Denys Honsiorovskiy <honsiorovskiy@gmail.com>  
Derek Buitenhuis <derek.buitenhuis@gmail.com>  
Derek Che <drc@yahoo-inc.com>  
Derek McGowan <derek@mcgstyle.net>  
Derek Parker <parkerderek86@gmail.com>  
Derek Shockey <derek.shockey@gmail.com>  
Dev Ojha <dojha12@gmail.com>  
Dev Zhoujun <dev.zhoujun@gmail.com>  
Devon H. O'Dell <devon.odell@gmail.com>  
Dhaivat Pandit <dhaivatpandit@gmail.com>  
Dhananjay Nakrani <dhananjayn@google.com>  
Dhiru Kholia <dhiru.kholia@gmail.com>  
Dhruvdudd Jadhav <dhrvdudd.jadhav@gmail.com>  
Di Xiao <dixiao@google.com>  
Didier Spezia <didier.06@gmail.com>  
Dieter Plaetinck <dieter@raintank.io>  
Dimitri Sokolyuk <sokolyuk@gmail.com>  
Dimitri Tcaciuc <dtcaciuc@gmail.com>  
Diogo Pinela <diogoid7400@gmail.com>  
Dirk Gadsden <dirk@esherido.com>  
Diwaker Gupta <diwakergupta@gmail.com>  
Dmitri Popov <operator@cv.dp-net.com>  
Dmitri Shuralyov <dmitshur@golang.org> <dmitri@shuralyov.com>  
Dmitriy Cherchenko <dcherchenko@gmail.com>  
Dmitriy Dudkin <dudkin.dmitriy@gmail.com>  
Dmitriy Shelenin <deemok@googlemail.com> <deemok@gmail.com>  
Dmitriy Vyukov <dvyukov@google.com>  
Dmitry Chestnykh <dchest@gmail.com>  
Dmitry Doroginin <doroginin@gmail.com>  
Dmitry Savintsev <dsavints@gmail.com>  
Dmitry Yakunin <nonamezeil@gmail.com>  
Dominic Green <dominicgreen1@gmail.com>  
Dominik Honnef <dominik.honnef@gmail.com>  
Dominik Vogt <vogt@linux.vnet.ibm.com>  
Donald Huang <don.hcd@gmail.com>  
Dong-hee Na <donghee.na92@gmail.com>  
Donovan Hide <donovanhide@gmail.com>  
Doug Anderson <douga@google.com>  
Doug Fawley <dfawley@google.com>  
Drew Hintz <adhintz@google.com>  
Duncan Holm <mail@frou.org>  
Dustin Carlino <dcarlino@google.com>  
Dustin Herbison <djherbis@gmail.com>  
Dustin Long <dustmop@gmail.com>  
Dustin Sallings <dsallings@gmail.com>

Dustin Shields-Cloues <dcloues@gmail.com>  
Dvir Volk <dvir@everything.me> <dvirsky@gmail.com>  
Dylan Waits <dylan@waits.io>  
Edan Bedrik <3d4nb3@gmail.com>  
Eden Li <eden.li@gmail.com>  
Eduardo Ramalho <eduardo.ramalho@gmail.com>  
Edward Muller <edwardam@interlix.com>  
Egon Elbre <egonelbre@gmail.com>  
Ehren Kret <ehren.kret@gmail.com>  
Eitan Adler <lists@eitanadler.com>  
Eivind Uggedal <eivind@uggedal.com>  
Elbert Fliek <efliek@gmail.com>  
Eldar Rakhimberdin <ibeono@gmail.com>  
Elena Grahovac <elena@grahovac.me>  
Elias Naur <elias.naur@gmail.com>  
Elliot Morrison-Reed <elliottmr@gmail.com>  
Emerson Lin <linyintor@gmail.com>  
Emil Hessman <emil@hessman.se>  
Emil Mursalimov <mursalimovemeel@gmail.com>  
Emilien Kenler <hello@emilienkenler.com>  
Emmanuel Odeke <emm.odeke@gmail.com> <odeke@ualberta.ca>  
Eno Compton <enocom@google.com>  
Eoghan Sherry <ejsherry@gmail.com>  
Eric Chiang <eric.chiang.m@gmail.com>  
Eric Clark <zerohp@gmail.com>  
Eric Daniels <eric@erdaniels.com>  
Eric Engestrom <eric@engestrom.ch>  
Eric Garrido <ekg@google.com>  
Eric Koleda <ekoleda+devrel@google.com>  
Eric Lagergren <ericscottlagergren@gmail.com>  
Eric Milliken <emilliken@gmail.com>  
Eric Pauley <eric@pauley.me>  
Eric Rescorla <ekr@rtfm.com>  
Eric Roshan-Eisner <eric.d.eisner@gmail.com>  
Eric Rykwaldler <e.rykwaldler@gmail.com>  
Erik Aigner <aigner.erik@gmail.com>  
Erik Dubbelboer <erik@dubbelboer.com>  
Erik St. Martin <alakriti@gmail.com>  
Erik Staab <estaab@google.com>  
Erik Westrup <erik.westrup@gmail.com>  
Ernest Chiang <ernest\_chiang@htc.com>  
Erwin Oegema <blablaechthema@hotmail.com>  
Esko Luontola <esko.luontola@gmail.com>  
Ethan Burns <eaburns@google.com>  
Ethan Miller <eamiller@us.ibm.com>  
Euan Kemp <euank@euank.com>  
Eugene Kalinin <e.v.kalinin@gmail.com>  
Evan Broder <evan@stripe.com>

Evan Brown <evanbrown@google.com>  
Evan Hicks <evan.hicks2@gmail.com>  
Evan Jones <ej@evanjones.ca>  
Evan Kroske <evankroske@google.com>  
Evan Martin <evan.martin@gmail.com>  
Evan Phoenix <evan@phx.io>  
Evan Shaw <chickencha@gmail.com>  
Evgeniy Polyakov <zbr@iorem.net>  
Ewan Chou <coocood@gmail.com>  
Ewan Valentine <ewan.valentine89@gmail.com>  
Eyal Posener <posener@gmail.com>  
Fabian Wickborn <fabian@wickborn.net>  
Fabian Zaremba <fabian@youreemail.eu>  
Fabrizio Milo <mistobaan@gmail.com>  
Faiyaz Ahmed <ahmedf@vmware.com>  
Fan Hongjian <fan.howard@gmail.com>  
Fangming Fang <fangming.fang@arm.com>  
Fannie Zhang <fannie.zhang@arm.com>  
Fatih Arslan <fatih@arslan.io>  
Fazal Majid <majid@apsalar.com>  
Fazlul Shahriar <fshahriar@gmail.com>  
Federico Simoncelli <fsimonce@redhat.com>  
Fedor Indutny <fedor@indutny.com>  
Felipe Oliveira <felipeweb.programador@gmail.com>  
Felix Geisendrfer <haimuiba@gmail.com>  
Felix Kollmann <fk@konsorten.de>  
Filip Gruszczyski <gruszczy@gmail.com>  
Filip Haglund <drathier@users.noreply.github.com>  
Filippo Valsorda <filippo@golang.org> <filippo@cloudflare.com> <hi@filippo.io>  
Firmansyah Adiputra <frm.adiputra@gmail.com>  
Florian Uekermann <florian@uekermann-online.de> <f1@uekermann-online.de>  
Florian Weimer <fw@deneb.enyo.de>  
Florin Patan <florinpatan@gmail.com>  
Folke Behrens <folke@google.com>  
Ford Hurley <ford.hurley@gmail.com>  
Francesc Campoy <campoy@golang.org>  
Francisco Claude <fclaude@recoded.cl>  
Francisco Rojas <francisco.rojas.gallegos@gmail.com>  
Francisco Souza <franciscosouza@gmail.com>  
Frank Schroeder <frank.schroeder@gmail.com>  
Frank Somers <fsomers@arista.com>  
Frederic Guillot <frederic.guillot@gmail.com>  
Frederick Kelly Mayle III <frederickmayle@gmail.com>  
Frederik Ring <frederik.ring@gmail.com>  
Fredrik Enestad <fredrik.enestad@soundtrackyourbrand.com>  
Fredrik Forsmo <fredrik.forsmo@gmail.com>  
Fredrik Wallgren <fredrik.wallgren@gmail.com>  
Frithjof Schulze <schulze@math.uni-hannover.de> <sfritjhof@gmail.com>

Frits van Bommel <fvbommel@gmail.com>  
Fumitoshi Ukai <ukai@google.com>  
Gaal Yahas <gaal@google.com>  
Gabrel Arthr Ptursson <gabriel@system.is>  
Gabriel Aszalos <gabriel.aszalos@gmail.com>  
Gabriel Nicolas Avellaneda <avellaneda.gabriel@gmail.com>  
Gabriel Russell <gabriel.russell@gmail.com>  
Gareth Paul Jones <gpj@foursquare.com>  
Garret Kelly <gdk@google.com>  
Garrick Evans <garrick@google.com>  
Gary Burd <gary@beagledreams.com> <gary.burd@gmail.com>  
Gary Elliott <garyelliott@google.com>  
Gaurish Sharma <contact@aurishsharma.com>  
Gautham Thambidorai <gautham.dorai@gmail.com>  
Gauthier Jolly <gauthier.jolly@gmail.com>  
Geert-Johan Riemer <gjr19912@gmail.com>  
Gengliang Wang <ltnwgl@gmail.com>  
Geoff Berry <gberry.qdt@qualcommdatacenter.com>  
Geoffroy Lorieux <lorieux.g@gmail.com>  
Geon Kim <geon0250@gmail.com>  
Georg Reinke <guelfey@gmail.com>  
George Gkirtsou <ggirtsou@gmail.com>  
George Shammas <george@shamm.as> <georgyo@gmail.com>  
Gerasimos Dimitriadis <gedimitr@gmail.com>  
Getulio Snchez <valentin2507@gmail.com>  
Gideon Jan-Wessel Redelinghuys <gjredelinghuys@gmail.com>  
Giles Lean <giles.lean@pobox.com>  
Giovanni Bajo <rasky@develer.com>  
GitHub User @ajnrp (1688456) <ajnrp@users.noreply.github.com>  
GitHub User @as (8127015) <as.utf8@gmail.com>  
GitHub User @bgadrian (830001) <aditza8@gmail.com>  
GitHub User @bontequero (2674999) <bontequero@gmail.com>  
GitHub User @cch123 (384546) <buaa.cch@gmail.com>  
GitHub User @chanxuehong (3416908) <chanxuehong@gmail.com>  
GitHub User @erifan (31343225) <eric.fang@arm.com>  
GitHub User @Kropekk (13366453) <kamilkropiewnicki@gmail.com>  
GitHub User @madiganz (18340029) <zacharywmadigan@gmail.com>  
GitHub User @pityonline (438222) <pityonline@gmail.com>  
GitHub User @pytimer (17105586) <lixin20101023@gmail.com>  
GitHub User @shogo-ma (9860598) <Chorama194@gmail.com>  
Giulio Iotti <dullgiulio@gmail.com>  
Gleb Stepanov <glebstepanov1992@gmail.com>  
Glenn Brown <glennb@google.com>  
Glenn Lewis <gmlewis@google.com>  
Gordon Klaus <gordon.klaus@gmail.com>  
Graham King <graham4king@gmail.com>  
Graham Miller <graham.miller@gmail.com>  
Grant Griffiths <ggp493@gmail.com>

Greg Poirier <greg.istehbest@gmail.com>  
Greg Ward <greg@gerg.ca>  
Grgoire Delattre <gregoire.delattre@gmail.com>  
Gregory Man <man.gregory@gmail.com>  
Guilherme Garnier <guilherme.garnier@gmail.com>  
Guilherme Goncalves <guilhermeaugustosg@gmail.com>  
Guilherme Rezende <guilhermebr@gmail.com>  
Guillaume J. Charmes <guillaume@charmes.net>  
Guobiao Mei <meiguobiao@gmail.com>  
Gustav Paul <gustav.paul@gmail.com>  
Gustav Westling <gustav@westling.xyz>  
Gustavo Franco <gustavorfranco@gmail.com>  
Gustavo Niemeyer <gustavo@niemeyer.net> <n13m3y3r@gmail.com>  
Gwenael Treguier <gwenn.kahz@gmail.com>  
Gyu-Ho Lee <gyuhox@gmail.com>  
H. brahim Gngr <igungor@gmail.com>  
Hajime Hoshi <hajimehoshi@gmail.com>  
Hallgrimur Gunnarsson <halg@google.com>  
HAMANO Tsukasa <hamano@osstech.co.jp>  
Han-Wen Nienhuys <hanwen@google.com>  
Hang Qian <hangqian90@gmail.com>  
Hanjun Kim <hallazzang@gmail.com>  
Harald Nordgren <haraldnordgren@gmail.com>  
Hari haran <hariharan.uno@gmail.com>  
Hariharan Srinath <srinathh@gmail.com>  
Harley Laue <losinggeneration@gmail.com>  
Harry Moreno <morenoh149@gmail.com>  
Harshavardhana <hrshvardhana@gmail.com>  
Hauke Lffler <hloeffler@users.noreply.github.com>  
Hvard Haugen <havard.haugen@gmail.com>  
He Liu <liulonnie@gmail.com>  
Hector Chu <hectorchu@gmail.com>  
Hector Martin Cantero <hector@marcansoft.com>  
Henning Schmiedehausen <henning@schmiedehausen.org>  
Henrik Edwards <henrik.edwards@gmail.com>  
Henrik Hodne <henrik@hodne.io>  
Henry Adi Sumarto <henry.adisumarto@gmail.com>  
Henry Bubert <google@mindeco.de>  
Henry Chang <mr.changyuheng@gmail.com>  
Henry Clifford <h.a.clifford@gmail.com>  
Herbert Georg Fischer <herbert.fischer@gmail.com>  
Herbie Ong <herbie@google.com>  
Heschi Kreinick <heschi@google.com>  
Hilko Bengen <bengen@hilluzination.de>  
Hiroaki Nakamura <hnakamur@gmail.com>  
Hironao OTSUBO <motemen@gmail.com>  
Hiroshi Ioka <hirochachacha@gmail.com>  
Hitoshi Mitake <mitake.hitoshi@gmail.com>

Holden Huang <ttyh061@gmail.com>  
Hong Ruiqi <hongruiqi@gmail.com>  
Hongfei Tan <feilengcui008@gmail.com>  
Hossein Sheikh Attar <hattar@google.com>  
Hsin Tsao <tsao@google.com>  
Hsin-Ho Yeh <yhh92u@gmail.com>  
Hu Keping <hukeping@huawei.com>  
Hugues Bruant <hugues.bruant@gmail.com>  
Hyang-Ah Hana Kim <hakim@google.com> <hyangah@gmail.com>  
Ian Cottrell <iancottrell@google.com>  
Ian Gudger <ian@loosescre.ws>  
Ian Kent <iankent85@gmail.com>  
Ian Lance Taylor <iant@golang.org>  
Ibrahim AshShohail <ibra.sho@gmail.com>  
Icarus Sparry <golang@icarus.freeuk.com>  
Iccha Sethi <icchasethi@gmail.com>  
Idora Shinatose <idora.shinatose@gmail.com>  
Igor Bernstein <igorbernstein@google.com>  
Igor Dolzhikov <bluesriverz@gmail.com>  
Igor Vashyst <ivashyst@gmail.com>  
Ilya Tocar <ilya.tocar@intel.com>  
INADA Naoki <songofacandy@gmail.com>  
Inanc Gumus <m@inanc.io>  
Ingo Gottwald <in.gottwald@gmail.com>  
Ingo Krabbe <ikrabbe.ask@gmail.com>  
Ingo Oeser <nightlyone@googlemail.com> <nightlyone@gmail.com>  
Ioannis Georgoulas <geototti21@hotmail.com>  
Irfan Sharif <irfanmahmoudsharif@gmail.com>  
Irieda Noboru <irieda@gmail.com>  
Isaac Ardis <isaac.ardis@gmail.com>  
Isaac Wagner <ibw@isaacwagner.me>  
Iskander Sharipov <iskander.sharipov@intel.com> <quasilyte@gmail.com>  
Issac Trotts <issactrotts@google.com>  
Ivan Babrou <ivan@cloudflare.com>  
Ivan Bertona <ivan.bertona@gmail.com>  
Ivan Krasin <krasin@golang.org>  
Ivan Markin <sw@nogoegst.net>  
Ivan Moscoso <moscoso@gmail.com>  
Ivan Ukhov <ivan.ukhov@gmail.com>  
Jaana Burcu Dogan <jbd@google.com> <jbd@golang.org> <burcujdogan@gmail.com>  
Jack Britton <jackxbritton@gmail.com>  
Jack Lindamood <jlindamo@justin.tv>  
Jacob Baskin <jbaskin@google.com>  
Jacob H. Haven <jacob@cloudflare.com>  
Jacob Hoffman-Andrews <github@hoffman-andrews.com>  
Jae Kwon <jae@tendermint.com>  
Jakob Borg <jakob@nym.se>  
Jakob Weisblat <jakobw@mit.edu>

Jakub ajka <jcajka@redhat.com>  
Jakub Ryszard Czarnowicz <j.czarnowicz@gmail.com>  
James Aguilar <jaguilar@google.com>  
James Bardin <j.bardin@gmail.com>  
James Chacon <jchacon@google.com>  
James Clarke <jrtc27@jrtc27.com>  
James Cowgill <James.Cowgill@imgtec.com>  
James David Chalfant <james.chalfant@gmail.com>  
James Fysh <james.fysh@gmail.com>  
James Gray <james@james4k.com>  
James Hartig <fastest963@gmail.com>  
James Lawrence <jljatone@gmail.com>  
James Meneghello <rawrz0r@gmail.com>  
James Myers <jfmyers9@gmail.com>  
James Neve <jamesoneve@gmail.com>  
James P. Cooper <jamespcooper@gmail.com>  
James Robinson <jamesr@google.com> <jamesr.gatech@gmail.com>  
James Schofield <james@shoeboxapp.com>  
James Smith <jrs1995@icloud.com>  
James Sweet <james.sweet88@googlemail.com>  
James Toy <nil@opensesame.st>  
James Treanor <jtreanor3@gmail.com>  
James Tucker <raggi@google.com>  
James Whitehead <jnwhiteh@gmail.com>  
Jamie Beverly <jamie.r.beverly@gmail.com>  
Jamie Gennis <jgennis@google.com> <jgennis@gmail.com>  
Jamie Kerr <jkerr113@googlemail.com>  
Jamie Liu <jamieliu@google.com>  
Jamie Stackhouse <contin673@gmail.com>  
Jamie Turner <jamwt@dropbox.com>  
Jamie Wilkinson <jaq@spacepants.org>  
Jamil Djadala <djadala@gmail.com>  
Jan Berktold <jan@berktold.co>  
Jan H. Hosang <jan.hosang@gmail.com>  
Jan Kratochvil <jan.kratochvil@redhat.com>  
Jan Lehnardt <jan@apache.org>  
Jan Mercl <0xjnml@gmail.com> <befelemepeseveze@gmail.com>  
Jan Newmarch <jan.newmarch@gmail.com>  
Jan Pilzer <jan.pilzer@gmx.de>  
Jan Ziak <0xe2.0x9a.0x9b@gmail.com>  
Jani Monoses <jani.monoses@ubuntu.com> <jani.monoses@gmail.com>  
Jared Culp <jculp14@gmail.com>  
Jaroslavas Poepko <jp@webmaster.ms>  
Jason A. Donenfeld <Jason@zx2c4.com>  
Jason Barnett <jason.w.barnett@gmail.com>  
Jason Buberel <jbuberel@google.com>  
Jason Chu <jasonchujc@gmail.com>  
Jason Del Ponte <delpontej@gmail.com>

Jason Hall <jasonhall@google.com>  
Jason Smale <jsmale@zendesk.com>  
Jason Travis <infomaniac7@gmail.com>  
Jason Wangsadinata <jwangsadinata@gmail.com>  
Javier Kohen <jkohen@google.com>  
Javier Segura <javism@gmail.com>  
Jay Conrod <jayconrod@google.com>  
Jay Weisskopf <jay@jayschwa.net>  
Jean de Klerk <deklerk@google.com>  
Jean-Andr Santoni <jean.andre.santoni@gmail.com>  
Jean-Francois Cantin <jfcantin@gmail.com>  
Jean-Marc Eurin <jmeurin@google.com>  
Jean-Nicolas Moal <jn.moal@gmail.com>  
Jed Denlea <jed@fastly.com>  
Jeet Parekh <jeetparekh96@gmail.com>  
Jeevanandam M <jeeva@myjeeva.com>  
Jeff (Zhefu) Jiang <jeffjiang@google.com>  
Jeff Craig <jeffcraig@google.com>  
Jeff Dupont <jeff.dupont@gmail.com>  
Jeff Hodges <jeff@somethingsimilar.com>  
Jeff Johnson <jrjohnson@google.com>  
Jeff R. Allen <jra@nella.org> <jeff.allen@gmail.com>  
Jeff Sickel <jas@corpus-callosum.com>  
Jeff Wendling <jeff@spacemonkey.com>  
Jeffrey H <jeffreyh192@gmail.com>  
Jelte Fennema <github-tech@jeltef.nl>  
Jens Frederich <jfrederich@gmail.com>  
Jeremiah Harmsen <jeremiah@google.com>  
Jeremy Jackins <jeremyjackins@gmail.com>  
Jeremy Schlatter <jeremy.schlatter@gmail.com>  
Jeroen Bobbeldijk <jerbob92@gmail.com>  
Jerrin Shaji George <jerrinsg@gmail.com>  
Jess Frazelle <me@jessfraz.com>  
Jesse Szwedko <jesse.szwedko@gmail.com>  
Jess Espino <jespinog@gmail.com>  
Jianing Yu <jnyu@google.com>  
Jianqiao Li <jianqiaoli@google.com>  
Jihyun Yu <yjh0502@gmail.com>  
Jim Cote <jfcote87@gmail.com>  
Jim Kingdon <jim@bolt.me>  
Jim McGrath <jimmc2@gmail.com>  
Jim Minter <jminter@redhat.com>  
Jimmy Frasche <soapboxcicero@gmail.com>  
Jimmy Zelinskie <jimmyzelinskie@gmail.com>  
Jin-wook Jeong <jeweljar@hanmail.net>  
Jingcheng Zhang <diogin@gmail.com>  
Jingguo Yao <yaojingguo@gmail.com>  
Jiong Du <londevil@gmail.com>



Jirka Dank <dnk@mail.muni.cz>  
Jiulong Wang <jiulongw@gmail.com>  
Joakim Sernbrant <serbaut@gmail.com>  
Joe Cortopassi <joe@joecortopassi.com>  
Joe Farrell <joe2farrell@gmail.com>  
Joe Harrison <joehazzers@gmail.com>  
Joe Henke <joed.henke@gmail.com>  
Joe Kyo <xunianzu@gmail.com>  
Joe Poirier <jdpoirier@gmail.com>  
Joe Richey <joerichey@google.com>  
Joe Shaw <joe@joeshaw.org>  
Joe Sylve <joe.sylve@gmail.com>  
Joe Tsai <joetsai@digital-static.net>  
Joel Sing <joel@sing.id.au> <jsing@google.com>  
Jol Stemmer <jstemmer@google.com>  
Joel Stemmer <stemmertech@gmail.com>  
Joey Geiger <jgeiger@users.noreply.github.com>  
Johan Brandhorst <johan.brandhorst@gmail.com>  
Johan Euphrosine <proppy@google.com>  
Johan Sageryd <j@1616.se>  
John Asmuth <jasmuth@gmail.com>  
John Beisley <huin@google.com>  
John C Barstow <jbowtie@amathaine.com>  
John DeNero <denero@google.com>  
John Dethridge <jcd@golang.org>  
John Gibb <johngibb@gmail.com>  
John Graham-Cumming <jgc@jgc.org> <jgrahamc@gmail.com>  
John Howard Palevich <jack.palevich@gmail.com>  
John Jeffery <jjeffery@sp.com.au>  
John Jenkins <twodopeshaggy@gmail.com>  
John Leidegren <john.leidegren@gmail.com>  
John Newlin <jnewlin@google.com>  
John Potocny <johnp@vividcortex.com>  
John R. Lenton <jlenton@gmail.com>  
John Schnake <schnake.john@gmail.com>  
John Shahid <jvshahid@gmail.com>  
John Tuley <john@tuley.org>  
Johnny Luo <johnnyluo1980@gmail.com>  
Jon Chen <jchen@justin.tv>  
Jonas Bernoulli <jonas@bernoul.li>  
Jonathan Allie <jonallie@google.com>  
Jonathan Amsterdam <jba@google.com>  
Jonathan Boule <jonathanboule@gmail.com>  
Jonathan Chen <dijonkitchen@users.noreply.github.com>  
Jonathan Feinberg <feinberg@google.com>  
Jonathan Gold <jgold.bg@gmail.com>  
Jonathan Hseu <jhseu@google.com>  
Jonathan Mark <jhmark@xenops.com> <jhmark000@gmail.com>

Jonathan Nieder <jrn@google.com>  
Jonathan Pentecost <pentecostjonathan@gmail.com>  
Jonathan Pittman <jmpittman@google.com> <jonathan.mark.pittman@gmail.com>  
Jonathan Rudenberg <jonathan@titanous.com>  
Jonathan Stacks <jonstacks13@gmail.com>  
Jonathan Wills <runningwild@gmail.com>  
Jongmin Kim <atomaths@gmail.com>  
Joonas Kuorilehto <joneskoo@derbian.fi>  
Joop Kieft <ikojba@gmail.com> <joop@kiefte.net>  
Jordan Krage <jmank88@gmail.com>  
Jordan Lewis <jordanthelewis@gmail.com>  
Jos Visser <josv@google.com>  
Jose Luis Vazquez Gonzalez <josvazg@gmail.com>  
Joseph Bonneau <jcb@google.com>  
Joseph Holsten <joseph@josephholsten.com>  
Josh Bleecher Snyder <josharian@gmail.com>  
Josh Chorlton <jchorlton@gmail.com>  
Josh Deprez <josh.deprez@gmail.com>  
Josh Goebel <dreamer3@gmail.com>  
Josh Hoak <jhoak@google.com>  
Josh Holland <jrh@joshh.co.uk>  
Josh Roppo <joshroppo@gmail.com>  
Josh Varga <josh.varga@gmail.com>  
Joshua Boelter <joshua.boelter@intel.com>  
Joshua Chase <jcjosuachase@gmail.com>  
Joshua Rubin <joshua@rubixconsulting.com>  
Josselin Costanzi <josselin@costanzi.fr>  
Jostein Stuhauug <js@solidsystem.no>  
JP Sugarbroad <jpsugar@google.com>  
JT Olds <jtolds@xnet5.com>  
Juan Carlos <juanjcsr@gmail.com>  
Jude Pereira <judebpereira@gmail.com>  
Jukka-Pekka Kekkonen <karatepekka@gmail.com>  
Julia Hansbrough <flowerhack@google.com>  
Julian Kornberger <jk+github@digineo.de>  
Julian Pastarmov <pastarmovj@google.com>  
Julian Phillips <julian@quantumfyre.co.uk>  
Julien Salleyron <julien.salleyron@gmail.com>  
Julien Schmidt <google@julienschmidt.com>  
Julio Montes <julio.montes@intel.com>  
Junda Liu <junda@celer.network>  
Jungho Ahn <jhahn@google.com>  
Junya Hayashi <ledmonster@gmail.com>  
Jure Ham <jure.ham@zemanta.com>  
Justin Gracenin <jgracenin@gmail.com>  
Justin Nu <nuss.justin@gmail.com>  
Justyn Temme <justyntemme@gmail.com>  
Kai Backman <kaib@golang.org>

Kai Trukenmller <ktye78@gmail.com>  
Kale Blankenship <kale@lemnisis.com>  
Kaleb Elwert <kelwert@atlassian.com>  
Kamal Aboul-Hosn <aboulhosn@google.com>  
Kamil Chmielewski <kamil.chm@gmail.com>  
Kamil Kisiel <kamil@kamilkisiel.net> <kamil.kisiel@gmail.com>  
Kamil Rytarowski <krytarowski@users.noreply.github.com>  
Kang Hu <hukangustc@gmail.com>  
Karan Dhiman <karandhi@ca.ibm.com>  
Karel Pazdera <pazderak@gmail.com>  
Karoly Negyesi <chx1975@gmail.com>  
Karsten Khler <karsten.koehler95@gmail.com>  
Kashav Madan <kshvmdn@gmail.com>  
Kate Manson <kate.manson@izettle.com>  
Kato Kazuyoshi <kato.kazuyoshi@gmail.com>  
Katrina Owen <katrina.owen@gmail.com>  
Kaviraj Kanagaraj <kavirajkanagaraj@gmail.com>  
Kay Zhu <kayzhu@google.com>  
KB Sriram <kbsriram@google.com>  
Keegan Carruthers-Smith <keegan.csmith@gmail.com>  
Kei Son <hey.calmdown@gmail.com>  
Keiji Yoshida <keijiyoshida.mail@gmail.com>  
Keith Ball <inflatablewoman@gmail.com>  
Keith Randall <khr@golang.org>  
Keith Rarick <kr@xph.us>  
Kelsey Hightower <kelsey.hightower@gmail.com>  
Kelvin Foo Chuan Lyi <vmirage@gmail.com>  
Ken Friedenbach <kenliz@cruzio.com>  
Ken Rockot <ken@oz.gs> <ken.rockot@gmail.com>  
Ken Sedgwick <ken@bonsai.com>  
Ken Thompson <ken@golang.org>  
Kenji Kaneda <kenji.kaneda@gmail.com>  
Kenji Yano <kenji.yano@gmail.com>  
Kenneth Shaw <kenshaw@gmail.com>  
Kenny Grant <kennygrant@gmail.com>  
Kevin Ballard <kevin@sb.org>  
Kevin Burke <kev@inburke.com>  
Kevin Kirsche <kev.kirsche@gmail.com>  
Kevin Klues <klueska@gmail.com> <klueska@google.com>  
Kevin Malachowski <chowski@google.com>  
Kevin Ruffin <kruffin@gmail.com>  
Kevin Vu <kevin.m.vu@gmail.com>  
Kieran Colford <kieran@kcolford.com>  
Kim Shrier <kshrier@racktopsystems.com>  
Kim Yongbin <kybinz@gmail.com>  
Kir Kolyshkin <kolyshkin@gmail.com>  
Kirill Smelkov <kirr@nexedi.com>  
Kirk Han <kirk91.han@gmail.com>

Kirklin McDonald <kirklin.mcdonald@gmail.com>  
Klaus Post <klauspost@gmail.com>  
Kodie Goodwin <kodiegoodwin@gmail.com>  
Koichi Shiraishi <zchee.io@gmail.com>  
Koki Ide <niconegoto@yahoo.co.jp>  
Konstantin <konstantin8105@gmail.com>  
Konstantin Shaposhnikov <k.shaposhnikov@gmail.com>  
Kris Kwiatkowski <kris@cloudflare.com>  
Kris Nova <kris@nivenly.com>  
Kris Rousey <krousey@google.com>  
Kristopher Watts <traetox@gmail.com>  
Kun Li <likunarmstrong@gmail.com>  
Kunpei Sakai <namusyaka@gmail.com>  
Kuntal Majumder <hellozee@disroot.org>  
Kyle Consalus <consalus@gmail.com>  
Kyle Isom <kyle@gokyle.net>  
Kyle Jones <kyle@kyledj.com>  
Kyle Lemons <kyle@kylelemons.net> <kevlar@google.com>  
Kyle Shannon <kyle@pobox.com>  
Kyle Spiers <eiais@google.com>  
Kyohei Kadota <lufia@lufia.org>  
Kirylo Silin <silin@kirylo.org>  
L Campbell <unpantsu@gmail.com>  
Lai Jiangshan <eag0628@gmail.com>  
Lakshay Garg <lakshay.garg.1996@gmail.com>  
Lann Martin <lannm@google.com>  
Lanre Adelowo <yo@lanre.wtf>  
Larry Hosken <lahosken@golang.org>  
Lars Jeppesen <jeppesen.lars@gmail.com>  
Lars Lehtonen <lars.lehtonen@gmail.com>  
Lars Wiegman <lars@namsral.com>  
Larz Conwell <larzconwell@gmail.com>  
Laurent Voisin <lpvoisin@gmail.com>  
Laurie Clark-Michalek <laurie@qubit.com>  
LE Manh Cuong <cuong.manhle.vn@gmail.com>  
Lee Hinman <hinman@gmail.com>  
Lee Packham <lpackham@gmail.com>  
Lehner Florian <dev@der-flo.net>  
Leigh McCulloch <leighmcc@gmail.com>  
Leo Antunes <leo@costela.net>  
Leo Rudberg <ljr@google.com>  
Leon Klingele <git@leonklingele.de>  
Leonel Quinteros <leonel.quinteros@gmail.com>  
Lev Shamardin <shamardin@gmail.com>  
Lewin Bormann <lewin.bormann@gmail.com>  
Lion Yang <lion@aosc.xyz>  
Lloyd Dewolf <foolswisdom@gmail.com>  
Lorenz Bauer <lmb@cloudflare.com>

Lorenzo Masini <rugginoso@develer.com>  
Lorenzo Stoakes <lstoakes@gmail.com>  
Louis Kruger <louisk@google.com>  
Luan Santos <cfcluan@gmail.com>  
Lubomir I. Ivanov <neolit123@gmail.com>  
Luca Bruno <luca.bruno@coreos.com>  
Luca Greco <luca.greco@alcacoop.it>  
Lucas Bremgartner <lucas.bremgartner@gmail.com>  
Lucas Clemente <lclemente@google.com>  
Lucien Stuker <lucien.stuker@gmail.com>  
Lucio De Re <lucio.dere@gmail.com>  
Ludi Rehak <ludi317@gmail.com>  
Luigi Riefolo <luigi.riefolo@gmail.com>  
Luit van Drongelen <luitvd@gmail.com>  
Luka Zakrajek <tr00.g33k@gmail.com>  
Lukasz Milewski <lmmilewski@gmail.com>  
Luke Curley <qpingu@gmail.com>  
Luke Granger-Brown <git@lukegb.com>  
Luna Duclos <luna.duclos@palmstonegames.com>  
Luuk van Dijk <lvd@golang.org> <lvd@google.com>  
Lyle Franklin <lylejfranklin@gmail.com>  
Lynn Boger <laboger@linux.vnet.ibm.com>  
Ma Peiqi <mapeiqi2017@gmail.com>  
Maciej Dbski <maciejd@google.com>  
Magnus Hiie <magnus.hiie@gmail.com>  
Maicon Costa <maiconscosta@gmail.com>  
Maksym Trykur <maksym.trykur@gmail.com>  
Mal Curtis <mal@mal.co.nz>  
Manfred Touron <m@42.am>  
Manigandan Dharmalingam <manigandan.jeff@gmail.com>  
Manish Goregaokar <manishsmail@gmail.com>  
Manoj Dayaram <platform-dev@moovweb.com> <manoj.dayaram@moovweb.com>  
Mansour Rahimi <rahimi.mnr@gmail.com>  
Manu Garg <manugarg@google.com>  
Manu S Ajith <neo@codingarena.in>  
Manuel Mendez <mmendez534@gmail.com>  
Marc Weistroff <marc@weistroff.net>  
Marc-Antoine Ruel <maruel@chromium.org>  
Marcel Edmund Franke <marcel.edmund.franke@gmail.com>  
Marcel van Lohuizen <mpvl@golang.org>  
Marcelo Cantos <marcelo.cantos@gmail.com>  
Marcelo E. Magallon <marcelo.magallon@gmail.com>  
Marco Hennings <marco.hennings@freiheit.com>  
Marga Manterola <marga@google.com>  
Marin Bai <marin.basic02@gmail.com>  
Mario Arranz <marioarranzr@gmail.com>  
Marius Nuennerich <mnu@google.com>  
Mark Adams <mark@markadams.me>

Mark Bucciarelli <mkbucc@gmail.com>  
Mark Harrison <marhar@google.com>  
Mark Percival <m@mdp.im>  
Mark Pulford <mark@kyne.com.au>  
Mark Rushakoff <mark.rushakoff@gmail.com>  
Mark Ryan <mark.d.ryan@intel.com>  
Mark Severson <miquella@gmail.com>  
Mark Theunissen <mark.theunissen@gmail.com>  
Mark Wolfe <mark@wolfe.id.au>  
Mark Zavislak <zavislak@google.com>  
Marko Juhani Silokunnas <marko.silokunnas@gmail.com>  
Marko Mikulicic <mkm@google.com>  
Marko Mudrinic <mudrinic.mare@gmail.com>  
Marko Tiikkaja <marko@joh.to>  
Markus Duft <markus.duft@salomon.at>  
Markus Sonderegger <marraison@gmail.com>  
Markus Zimmermann <zimmski@gmail.com>  
Martin Bertschler <mbertschler@gmail.com>  
Martin Garton <garton@gmail.com>  
Martin Habbecke <marhab@google.com>  
Martin Hamrle <martin.hamrle@gmail.com>  
Martin Hoefling <martin.hoefling@gmx.de>  
Martin Kreichgauer <martinkr@google.com>  
Martin Kunc <martinkunc@users.noreply.github.com>  
Martin Lindhe <martin.j.lindhe@gmail.com>  
Martin Mohrmann <moehrmann@google.com> <martisch@uos.de>  
Martin Neubauer <m.ne@gmx.net>  
Martin Olsen <github.com@martinolsen.net>  
Martin Olsson <martin@minimum.se>  
Martin Probst <martin@probst.io>  
Martin Sucha <anty.sk+git@gmail.com>  
Martins Sipenko <martins.sipenko@gmail.com>  
Martynas Budrinas <mabu@google.com>  
Marvin Stenger <marvin.stenger94@gmail.com>  
Marwan Sulaiman <marwan.sulaiman@work.co>  
Maryan Hratson <gmarik@gmail.com>  
Masahiro Furudate <masahiro.furudate@gmail.com>  
Masahiro Wakame <vvakame@gmail.com>  
Masaki Yoshida <yoshida.masaki@gmail.com>  
Mat Byczkowski <mbyczkowski@gmail.com>  
Mat Ryer <thatmatryer@gmail.com>  
Mt Gulys <mgulyas86@gmail.com>  
Matej Bao <matejbaco@gmail.com>  
Mateus Amin <mateus.amin@gmail.com>  
Mateusz Czapliski <czapkofan@gmail.com>  
Mathias Beke <git@denbeke.be>  
Mathias Hall-Andersen <mathias@hall-andersen.dk>  
Mathias Leppich <mleppich@muhqu.de>

Mathieu Lonjaret <mathieu.lonjaret@gmail.com>  
Mats Lidell <mats.lidell@cag.se> <mats.lidell@gmail.com>  
Matt Aimonetti <mattaimonetti@gmail.com>  
Matt Blair <me@matthewblair.net>  
Matt Bostock <matt@mattbostock.com>  
Matt Brown <mdbrown@google.com>  
Matt Dee <mdee@hioscar.com>  
Matt Drollette <matt@drollette.com>  
Matt Harden <matt.harden@gmail.com>  
Matt Jibson <matt.jibson@gmail.com>  
Matt Joiner <anacrolix@gmail.com>  
Matt Jones <mrjones@google.com>  
Matt Juran <thepciet@gmail.com>  
Matt Layher <mdllyher@gmail.com>  
Matt Reiferson <mreiferson@gmail.com>  
Matt Robenolt <matt@ydekproductions.com>  
Matt Strong <mstrong1341@gmail.com>  
Matt T. Proud <matt.proud@gmail.com>  
Matt Williams <gh@mattyw.net> <mattyjwilliams@gmail.com>  
Matthew Brennan <matty.brennan@gmail.com>  
Matthew Broberg <matthewbbroberg@gmail.com>  
Matthew Cottingham <mattcottingham@gmail.com>  
Matthew Dempsky <mdempsky@google.com>  
Matthew Denton <mdenton@skyportsystems.com>  
Matthew Holt <Matthew.Holt+git@gmail.com>  
Matthew Horsnell <matthew.horsnell@gmail.com>  
Matthieu Hauglustaine <matt.hauglustaine@gmail.com>  
Matthieu Olivier <olivier.matthieu@gmail.com>  
Matthijs Kooijman <matthijs@stdin.nl>  
Max Riveiro <kavu13@gmail.com>  
Max Schmitt <max@schmitt.mx>  
Maxim Khitrov <max@mxcrypt.com>  
Maxim Pimenov <mpimenov@google.com>  
Maxim Ushakov <ushakov@google.com>  
Maxime de Roucy <maxime.deroucy@gmail.com>  
Mximo Cuadros Ortiz <mcuadros@gmail.com>  
Maxwell Krohn <themax@gmail.com>  
Mayank Kumar <krmayankk@gmail.com>  
Meir Fischer <meirfischer@gmail.com>  
Meng Zhuo <mengzhuo1203@gmail.com>  
Mhd Sulhan <m.shulhan@gmail.com>  
Micah Stetson <micah.stetson@gmail.com>  
Michael Brandenburg <mbrandenburg@bolste.com>  
Michael Chaten <mchaten@gmail.com>  
Michael Darakananda <pongad@google.com>  
Michael Dorner <mail@michaeldorner.de>  
Michael Edwards <medwards@walledcity.ca>  
Michael Elkins <michael.elkins@gmail.com>

Michael Fraenkel <michael.fraenkel@gmail.com>  
Michael Fromberger <michael.j.fromberger@gmail.com>  
Michael Gehring <mg@ebfe.org> <gnirheg.leahcim@gmail.com>  
Michael Hendricks <michael@ndrix.org>  
Michael Hoisie <hoisie@gmail.com>  
Michael Hudson-Doyle <michael.hudson@linaro.org>  
Michael Kasch <michael.kasch@gmail.com>  
Michael Kufel <golang@c.michael-kaeufl.de>  
Michael Kelly <mjk@google.com>  
Michael Lewis <mikelikespie@gmail.com>  
Michael MacInnis <Michael.P.MacInnis@gmail.com>  
Michael Marineau <michael.marineau@coreos.com>  
Michael Matloob <matloob@google.com>  
Michael McConville <momconville@gmail.com>  
Michael McGreevy <mcgreevy@golang.org>  
Michael McLoughlin <mmcloughlin@gmail.com>  
Michael Munday <mike.munday@ibm.com>  
Michael Pearson <mipearson@gmail.com>  
Michael Piatek <piatek@google.com>  
Michael Pratt <mpratt@google.com>  
Michael Schaller <michael@5challer.de>  
Michael Schurter <michael.schurter@gmail.com>  
Michael Shields <mshields@google.com>  
Michael Stapelberg <michael@stapelberg.de> <mstplbrg@googlemail.com>  
Michael Steinert <mike.steinert@gmail.com>  
Michael T. Jones <mtj@google.com> <michael.jones@gmail.com>  
Michael Teichgraber <mteichgraber@gmx.de> <mt4swm@googlemail.com>  
Michael Vetter <g.bluehut@gmail.com>  
Michal Bohuslvek <mbohuslvek@gmail.com>  
Michal Cierniak <cierniak@google.com>  
Micha Derkacz <zitek@inet.pl>  
Michal Franc <lam.michal.franc@gmail.com>  
Michal Pristas <michal.pristas@gmail.com>  
Michalis Kargakis <michaliskargakis@gmail.com>  
Michel Lespinasse <>walken@google.com>  
Miek Gieben <miek@miek.nl> <remigius.gieben@gmail.com>  
Miguel Mendez <stxmendez@gmail.com>  
Miguel Molina <hi@mvader.me>  
Mihai Borobocea <MihaiBorobocea@gmail.com>  
Mihail Minaev <minaev.mike@gmail.com>  
Mikael Tillenius <mikti42@gmail.com>  
Mike Andrews <mra@xoba.com>  
Mike Appleby <mike@app.leby.org>  
Mike Danese <mikedanese@google.com>  
Mike Houston <mike@kothar.net>  
Mike Kabischev <kabischev@gmail.com>  
Mike Rosset <mike.rosset@gmail.com>  
Mike Samuel <mikesamuel@gmail.com>



Mike Solomon <msolo@gmail.com>  
Mike Strosaker <strosake@us.ibm.com>  
Mike Tsao <mike@sowbug.com>  
Mike Wiacek <mjwiacek@google.com>  
Mikhail Gusarov <dottedmag@dottedmag.net>  
Mikhail Panchenko <m@mihasya.com>  
Miki Tebeka <miki.tebeka@gmail.com>  
Mikio Hara <mikioh.mikioh@gmail.com>  
Mikkel Krautz <mikkel@krautz.dk> <krautz@gmail.com>  
Milan Knezevic <milan.knezevic@mips.com>  
Milutin Jovanovic <jovanovic.milutin@gmail.com>  
MinJae Kwon <mingrammer@gmail.com>  
Miquel Sabat Sol <mikisabate@gmail.com>  
Miroslav Genov <mgenov@gmail.com>  
Misty De Meo <mistydemeo@gmail.com>  
Mohit Agarwal <mohit@sdf.org>  
Mohit kumar Bajoria <mohitbajo36@gmail.com>  
Momchil Velikov <momchil.velikov@gmail.com>  
Monis Khan <mkhan@redhat.com>  
Monty Taylor <mordred@inaugust.com>  
Moriyoshi Koizumi <mozo@mozo.jp>  
Morten Siebuhr <sbhr@sbhr.dk>  
Mshe van der Sterre <moshevds@gmail.com>  
Mostyn Bramley-Moore <mostyn@antipode.se>  
Mrunal Patel <mrunalp@gmail.com>  
Muhammad Falak R Wani <falakreyaz@gmail.com>  
Muhammed Uluyol <uluyol0@gmail.com>  
Mura Li <mura\_li@castech.com.tw>  
Nan Deng <monnand@gmail.com>  
Naoki Kanatani <k12naoki@gmail.com>  
Nate Wilkinson <nathanwilk7@gmail.com>  
Nathan Cantelmo <n.cantelmo@gmail.com>  
Nathan Caza <mastercactapus@gmail.com>  
Nathan Humphreys <nkhumphreys@gmail.com>  
Nathan John Youngman <nj@nathany.com>  
Nathan Otterness <otternes@cs.unc.edu>  
Nathan P Finch <nate.finch@gmail.com>  
Nathan VanBenschoten <nvanbenschoten@gmail.com>  
Nathan Youngman <git@nathany.com>  
Nathan(yinian) Hu <nathanhu@google.com>  
Nathaniel Cook <nvcook42@gmail.com>  
Naveen Kumar Sangi <naveenkumarsangi@protonmail.com>  
Neelesh Chandola <neelesh.c98@gmail.com>  
Neil Lyons <nwjlyons@googlemail.com>  
Neuman Vong <neuman.vong@gmail.com>  
Neven Sajko <nsajko@gmail.com>  
Nevins Bartolomeo <nevins.bartolomeo@gmail.com>  
Niall Sheridan <nsheridan@gmail.com>

Nic Day <nic.day@me.com>  
Nicholas Katsaros <nick@nickkatsaros.com>  
Nicholas Maniscalco <nicholas@maniscalco.com>  
Nicholas Presta <nick@nickpresta.ca> <nick1presta@gmail.com>  
Nicholas Sullivan <nicholas.sullivan@gmail.com>  
Nicholas Waples <nwaples@gmail.com>  
Nick Cooper <nmvc@google.com>  
Nick Craig-Wood <nick@craig-wood.com> <nickcw@gmail.com>  
Nick Harper <nharper@google.com>  
Nick Kubala <nkubala@google.com>  
Nick Leli <nicholasleli@gmail.com>  
Nick Miyake <nmiyake@users.noreply.github.com>  
Nick Patavalis <nick.patavalis@gmail.com>  
Nick Petroni <npetroni@cs.umd.edu>  
Nick Robinson <nrobinson13@gmail.com>  
Nick Smolin <nick27surgut@gmail.com>  
Nicolas BRULEZ <n.brulez@gmail.com>  
Nicolas Kaiser <nikai@nikai.net>  
Nicolas Owens <mischief@offblast.org>  
Nicolas S. Dade <nic.dade@gmail.com>  
Niek Sanders <niek.sanders@gmail.com>  
Niels Widger <niels.widger@gmail.com>  
Nigel Kerr <nigel.kerr@gmail.com>  
Nigel Tao <nigeltao@golang.org>  
Nik Nyby <nnyby@columbia.edu>  
Nikhil Benesch <nikhil.benesch@gmail.com>  
Niklas Schnelle <niklas.schnelle@gmail.com>  
Niko Dziemba <niko@dziemba.com>  
Nikolay Turpitko <nikolay@turpitko.com>  
Nils Larsgrd <nilsmagnus@gmail.com>  
Niranjan Godbole <niranjan8192@gmail.com>  
Nishanth Shanmugham <nishanth.gerrard@gmail.com>  
Noah Campbell <noahcampbell@gmail.com>  
Noble Johnson <noblepoly@gmail.com>  
Nodir Turakulov <nodir@google.com>  
Noel Georgi <git@frezbo.com>  
Norberto Lopes <nlopes.ml@gmail.com>  
Odin Ugedal <odin@ugedal.com>  
Oleg Bulatov <dmage@yandex-team.ru>  
Oleg Vakheta <helginet@gmail.com>  
Oleku Konko <oleku.konko@gmail.com>  
Oling Cat <olingcat@gmail.com>  
Oliver Hookins <ohookins@gmail.com>  
Oliver Tonnhofer <olt@bogosoftware.com>  
Olivier Antoine <olivier.antoine@gmail.com>  
Olivier Duperray <duperray.olivier@gmail.com>  
Olivier Poitrey <rs@daily motion.com>  
Olivier Saingre <osaingre@gmail.com>

Omar Jarjur <ojarjur@google.com>  
zgr Kesim <oec-go@kesim.org>  
Pablo Lalloni <plalloni@gmail.com>  
Pablo Rozas Larraondo <pablo.larraondo@anu.edu.au>  
Pablo Santiago Blum de Aguiar <scorphus@gmail.com>  
Padraig Kitterick <padraigkitterick@gmail.com>  
Pallat Anchaleechamaikorn <yod.pallat@gmail.com>  
Paolo Giarrusso <p.giarrusso@gmail.com>  
Paolo Martini <mrtnpaolo@gmail.com>  
Parker Moore <parkrmoore@gmail.com>  
Pascal S. de Kloe <pascal@quies.net>  
Pat Moroney <pat@pat.email>  
Patrick Crosby <patrick@stathat.com>  
Patrick Gavlin <pgavlin@gmail.com>  
Patrick Higgins <patrick.allen.higgins@gmail.com>  
Patrick Lee <pattyshack101@gmail.com>  
Patrick Mzard <patrick@mezard.eu>  
Patrick Mylund Nielsen <patrick@patrickmn.com>  
Patrick Pelletier <pp.pelletier@gmail.com>  
Patrick Riley <pfr@google.com>  
Patrick Smith <pat42smith@gmail.com>  
Paul A Querna <paul.querna@gmail.com>  
Paul Borman <borman@google.com>  
Paul Boyd <boyd.paul2@gmail.com>  
Paul Chang <paulchang@google.com>  
Paul Hammond <paul@paulhammond.org>  
Paul Hankin <paulhankin@google.com>  
Paul Jolly <paul@myitcv.org.uk>  
Paul Lalonde <paul.a.lalonde@gmail.com>  
Paul Marks <pmarks@google.com>  
Paul Meyer <paul.meyer@microsoft.com>  
Paul Nasrat <pnasrat@google.com>  
Paul PISCUC <paul.piscuc@gmail.com>  
Paul Querna <pquerna@apache.org>  
Paul Rosania <paul.rosania@gmail.com>  
Paul Ruest <pruest@gmail.com>  
Paul Sbarra <Sbarra.Paul@gmail.com>  
Paul Smith <paulsmith@pobox.com> <paulsmith@gmail.com>  
Paul Tyng <paul@paultyng.net>  
Paul van Brouwershaven <paul@vanbrouwershaven.com>  
Paul Wankadia <junyer@google.com>  
Paulo Casaretto <pcasaretto@gmail.com>  
Paulo Flabiano Smorigo <pfsmorigo@linux.vnet.ibm.com>  
Pavel Paulau <pavel.paulau@gmail.com>  
Pavel Zinovkin <pavel.zinovkin@gmail.com>  
Pavlo Sumkin <ymkins@gmail.com>  
Pawel Knap <pawelknap88@gmail.com>  
Pawel Szczur <filemon@google.com>

Percy Wegmann <ox.to.a.cart@gmail.com>  
Perry Abbott <perry.j.abbott@gmail.com>  
Petar Maymoukov <petarm@gmail.com>  
Peter Armitage <peter.armitage@gmail.com>  
Peter Bourgon <peter@bourgon.org>  
Peter Collingbourne <pcc@google.com>  
Peter Conerly <pconerly@gmail.com>  
Peter Froehlich <peter.hans.froehlich@gmail.com>  
Peter Gonda <pgonda@google.com>  
Peter Kleiweg <pkleiweg@xs4all.nl>  
Peter McKenzie <petermck@google.com>  
Peter Moody <pmoody@uber.com>  
Peter Morjan <pmorjan@gmail.com>  
Peter Mundy <go.peter.90@gmail.com>  
Peter Nguyen <peter@mictis.com>  
Pter Surnyi <speter.go1@gmail.com>  
Pter Szab <pts@google.com>  
Pter Szilgyi <peterke@gmail.com>  
Peter Teichman <pteichman@fastly.com>  
Peter Tseng <ptseng@squareup.com>  
Peter Waldschmidt <peter@waldschmidt.com>  
Peter Waller <peter.waller@gmail.com>  
Peter Weinberger <pjw@golang.org>  
Peter Williams <pwil3058@gmail.com>  
Peter Wu <pwu@cloudflare.com>  
Peter Zhang <i@ddatsh.com>  
Petrica Voicu <pvoicu@paypal.com>  
Phil Pearl <philip.j.r.pearl@gmail.com>  
Phil Pennock <pdp@golang.org>  
Philip Brgesen <philip.brgesen@gmail.com>  
Philip Brown <phil@bolthole.com>  
Philip Hofer <phofer@umich.edu>  
Philip K. Warren <pkwarren@gmail.com>  
Philip Nelson <me@pnelson.ca>  
Philipp Stephani <phst@google.com>  
Pierre Durand <pierredurand@gmail.com>  
Pierre Prinetti <pierreprinetti@gmail.com>  
Pierre Roullon <pierre.roullon@gmail.com>  
Piers <google@hellopiers.pro>  
Pieter Droogendijk <pieter@binky.org.uk>  
Pietro Gagliardi <pietro10@mac.com>  
Piyush Mishra <piyush@codeitout.com>  
Pontus Leitzler <leitzler@gmail.com>  
Prasanna Swaminathan <prasanna@mediamath.com>  
Prashant Varanasi <prashant@prashantv.com>  
Pravendra Singh <hackpravj@gmail.com>  
Preetam Jinka <pj@preet.am>  
Qiuxuan Zhu <ilsh1022@gmail.com>

Quan Tran <qeed.quan@gmail.com>  
Quan Yong Zhai <qyzhai@gmail.com>  
Quentin Perez <qperez@ocs.online.net>  
Quentin Renard <contact@asticode.com>  
Quentin Smith <quentin@golang.org>  
Quinn Slack <sqs@sourcegraph.com>  
Quoc-Viet Nguyen <afelion@gmail.com>  
Radek Sohlich <sohlich@gmail.com>  
Radu Berinde <radu@cockroachlabs.com>  
Rafal Jeczalik <rjeczalik@gmail.com>  
Rahul Chaudhry <rahulchaudhry@chromium.org>  
Raif S. Naffah <go@naffah-raif.name>  
Rajat Goel <rajat.goel2010@gmail.com>  
Rajath Agasthya <rajathagasthya@gmail.com>  
Rajender Reddy Kompally <rajenderreddykompally@gmail.com>  
Ralph Corderoy <ralph@inputplus.co.uk>  
Ramazan AYYILDIZ <rayyildiz@gmail.com>  
Ramesh Dharan <dharan@google.com>  
Raph Levien <raph@google.com>  
Raphael Geronimi <raphael.geronimi@gmail.com>  
Raul Silvera <rsilvera@google.com>  
Ravil Bikbulatov <weeellz12@gmail.com>  
RaviTeja Pothana <ravi.tezu@gmail.com>  
Ray Tung <rtung@thoughtworks.com>  
Raymond Kazlauskas <raima220@gmail.com>  
Rebecca Stambler <rstambler@golang.org>  
Reilly Watson <reillywatson@gmail.com>  
Reinaldo de Souza Jr <juniorz@gmail.com>  
Remi Gillig <remigillig@gmail.com>  
Rmy Oudompheng <oudomphe@phare.normalesup.org> <remyoudompheng@gmail.com>  
Rens Rikkerink <Ikkerens@users.noreply.github.com>  
Rhys Hiltner <rhys@justin.tv>  
Ricardo Padilha <ricardospadilha@gmail.com>  
Richard Barnes <rlb@ipv.sx>  
Richard Crowley <r@rcrowley.org>  
Richard Dingwall <rdingwall@gmail.com>  
Richard Eric Gavaletz <gavaletz@gmail.com>  
Richard Gibson <richard.gibson@gmail.com>  
Richard Miller <miller.research@gmail.com>  
Richard Musiol <mail@richard-musiol.de> <neelance@gmail.com>  
Rick Arnold <rickarnoldjr@gmail.com>  
Rick Hudson <rlh@golang.org>  
Rick Sayre <whorfin@gmail.com>  
Riku Voipio <riku.voipio@linaro.org>  
Risto Jaakko Saarelm <rsaarelm@gmail.com>  
Rob Earhart <earhart@google.com>  
Rob Norman <rob.norman@infinitycloud.com>  
Rob Phoenix <rob@robphoenix.com>

Rob Pike <r@golang.org>  
Robert Daniel Kortschak <dan.kortschak@adelaide.edu.au> <dan@kortschak.io>  
Robert Dinu <r@varp.se>  
Robert Figueiredo <robfig@gmail.com>  
Robert Griesemer <gri@golang.org>  
Robert Hencke <robert.hencke@gmail.com>  
Robert Iannucci <iannucci@google.com>  
Robert Obryk <robryk@gmail.com>  
Robert Seseek <rseseek@google.com>  
Robert Snedegar <roberts@google.com>  
Robert Stepanek <robert.stepanek@gmail.com>  
Robert-Andr Mauchin <zebob.m@gmail.com>  
Roberto Clapis <robclap8@gmail.com>  
Robin Eklind <r.eklind.87@gmail.com>  
Rodolfo Carvalho <rhcarvalho@gmail.com>  
Rodrigo Moraes de Oliveira <rodrigo.moraes@gmail.com>  
Rodrigo Rafael Monti Kochenburger <divoxx@gmail.com>  
Roger Pau Monn <royger@gmail.com>  
Roger Peppe <rogpeppe@gmail.com>  
Roland Shoemaker <rolandshoemaker@gmail.com>  
Roman Budnikov <romanyx90@yandex.ru>  
Ron Hashimoto <mail@h2so5.net>  
Ron Minnich <rminnich@gmail.com>  
Ross Chater <rdchater@gmail.com>  
Ross Light <light@google.com> <rlight2@gmail.com>  
Rowan Marshall <rowanajmarshall@gmail.com>  
Rowan Worth <sqweek@gmail.com>  
Rudi Kramer <rudi.kramer@gmail.com>  
Rui Ueyama <ruiiu@google.com>  
Russ Cox <rsc@golang.org>  
Russell Haering <russellhaering@gmail.com>  
Ryan Bagwell <ryanbagwell@outlook.com>  
Ryan Barrett <ryanb@google.com>  
Ryan Boehning <ryan.boehning@apcera.com>  
Ryan Brown <ribrd@b@gmail.com>  
Ryan Canty <jrcanty@gmail.com>  
Ryan Hitchman <hitchmanr@gmail.com>  
Ryan Lower <rpjlower@gmail.com>  
Ryan Roden-Corrent <ryan@rcorre.net>  
Ryan Seys <ryan@ryanseys.com>  
Ryan Slade <ryanslade@gmail.com>  
Ryan Zhang <ryan.zhang@docker.com>  
Ryoichi KATO <ryo1kato@gmail.com>  
Ryuji Iwata <qt.luigi@gmail.com>  
Ryuma Yoshida <ryuma.y1117@gmail.com>  
Ryuzo Yamamoto <ryuzo.yamamoto@gmail.com>  
S.alar Onur <caglar@10ur.org>  
Sabin Mihai Rapan <sabin.rapan@gmail.com>

Sai Cheemalapati <saicheems@google.com>  
Sakeven Jiang <jc5930@sina.cn>  
Salmn Aljammz <s@0x65.net>  
Sam Boyer <tech@samboyer.org>  
Sam Ding <samding@ca.ibm.com>  
Sam Hug <samuel.b.hug@gmail.com>  
Sam Thorogood <thorogood@google.com> <sam.thorogood@gmail.com>  
Sam Whited <sam@samwhited.com>  
Sameer Ajmani <sameer@golang.org> <ajmani@gmail.com>  
Sami Commerot <samic@google.com>  
Sami Pnknen <sami.ponkanen@gmail.com>  
Samuel Tan <samueltan@google.com>  
Samuele Pedroni <pedronis@lucediaruna.net>  
Sanjay Menakuru <balasanjay@gmail.com>  
Sarah Adams <shadams@google.com>  
Sascha Brawer <sascha@brawer.ch>  
Sasha Lionheart <lionhearts@google.com>  
Sasha Sobol <sasha@scaledinference.com>  
Scott Barron <scott.barron@github.com>  
Scott Bell <scott@sctsm.com>  
Scott Crunkleton <crunk1@gmail.com>  
Scott Ferguson <scottwferg@gmail.com>  
Scott Lawrence <bytbox@gmail.com>  
Scott Mansfield <smansfield@netflix.com>  
Scott Schwartz <scotts@golang.org>  
Scott Van Woudenberg <scottvw@google.com>  
Sean Burford <sburford@google.com>  
Sean Chittenden <seanc@joyent.com>  
Sean Christopherson <sean.j.christopherson@intel.com>  
Sean Dolphin <Sean.Dolphin@kpccompass.com>  
Sean Harger <sharger@google.com>  
Sean Rees <sean@erifax.org>  
Sebastien Binet <seb.binet@gmail.com>  
Sbastien Paolacci <sebastien.paolacci@gmail.com>  
Seiji Takahashi <timaki.st@gmail.com>  
Sergei Skorobogatov <skorobo@rambler.ru>  
Sergey 'SnakE' Gromov <snake.scaly@gmail.com>  
Sergey Arseev <sergey.arseev@intel.com>  
Sergey Frolov <sfrolov@google.com>  
Sergey Lukjanov <me@slukjanov.name>  
Sergey Mishin <sergeymishine@gmail.com>  
Sergey Mudrik <sergey.mudrik@gmail.com>  
Sergey Semin <gray12511@gmail.com>  
Sergio Luis O. B. Correia <sergio@correia.cc>  
Sergiusz Bazanski <bazanski@gmail.com>  
Seth Hoenig <seth.a.hoenig@gmail.com>  
Seth Vargo <sethvargo@gmail.com>  
Shahar Kohanim <skohanim@gmail.com>

Shamil Garatuev <garatuev@gmail.com>  
Shane Hansen <shanemhansen@gmail.com>  
Shaozhen Ding <dsz0111@gmail.com>  
Shaun Dunning <shaun.dunning@uservoice.com>  
Shawn Ledbetter <sledbetter@google.com>  
Shawn Smith <shawn.p.smith@gmail.com>  
Shawn Walker-Salas <shawn.walker@oracle.com>  
Shenghou Ma <minux@golang.org> <minux.ma@gmail.com>  
Shengyu Zhang <shengyu.zhang@chaitin.com>  
Shi Han Ng <shihanng@gmail.com>  
Shinji Tanaka <shinji.tanaka@gmail.com>  
Shintaro Kaneko <kaneshin0120@gmail.com>  
Shivakumar GN <shivakumar.gn@gmail.com>  
Shun Fan <sfan@google.com>  
Silvan Jegen <s.jegen@gmail.com>  
Simon Jefford <simon.jefford@gmail.com>  
Simon Rawet <simon@rawet.se>  
Simon Thulbourn <simon+github@thulbourn.com>  
Simon Whitehead <chemnova@gmail.com>  
Sina Siadat <siadat@gmail.com>  
Sokolov Yura <funny.falcon@gmail.com>  
Song Gao <song@gao.io>  
Spencer Nelson <s@spenczar.com>  
Spencer Tung <spencertung@google.com>  
Spring Mc <heresy.mc@gmail.com>  
Srdjan Petrovic <spetrovic@google.com>  
Sridhar Venkatakrishnan <sridhar@laddoo.net>  
StalkR <stalkr@stalkr.net>  
Stan Schwertly <stan@schwertly.com>  
Stanislav Afanasev <php.progger@gmail.com>  
Steeve Morin <steeve.morin@gmail.com>  
Stefan Nilsson <snilsson@nada.kth.se> <trolleriprofessorn@gmail.com>  
Stephan Renatus <srenatus@chef.io>  
Stphane Travostino <stephane.travostino@gmail.com>  
Stephen Lewis <stephen@sock.org.uk>  
Stephen Lu <steuhs@users.noreply.github.com>  
Stephen Ma <stephenm@golang.org>  
Stephen McQuay <stephen@mcquay.me>  
Stephen Searles <stephens2424@gmail.com>  
Stephen Weinberg <stephen@q5comm.com>  
Steve Francia <spf@golang.org>  
Steve Gilbert <stevegilbert23@gmail.com>  
Steve McCoy <mccoyst@gmail.com>  
Steve Newman <snewman@google.com>  
Steve Phillips <elimisteve@gmail.com>  
Steve Streeting <steve@stevestreeting.com>  
Steven Buss <sbuss@google.com>  
Steven Elliot Harris <seharris@gmail.com>



Steven Erenst <stevenerenst@gmail.com>  
Steven Hartland <steven.hartland@multiplay.co.uk>  
Steven Wilkin <stevenwilkin@gmail.com>  
Sugu Sougoumarane <ssougou@gmail.com>  
Suharsh Sivakumar <suharshs@google.com>  
Sukrit Handa <sukrit.handa@utoronto.ca>  
Sunny <me@darkowlzz.space>  
Suriyaa Sundararuban <suriyaasundararuban@gmail.com>  
Suyash <dextrous93@gmail.com>  
Suzy Mueller <suzmue@golang.org>  
Sven Almgren <sven@tras.se>  
Sven Blumenstein <svbl@google.com>  
Sylvain Zimmer <sylvain@sylvainzimmer.com>  
Syohei YOSHIDA <syohex@gmail.com>  
Szabolcs Nagy <nsz@port70.net>  
Tad Fisher <tadfisher@gmail.com>  
Tad Glines <tad.glines@gmail.com>  
Taj Khattrra <taj.khattrra@gmail.com>  
Takashi Matsuo <tmatsuo@google.com>  
Takayoshi Nishida <takayoshi.nishida@gmail.com>  
Takeshi YAMANASHI <9.nashi@gmail.com>  
Takuto Ikuta <tikuta@google.com>  
Takuya Ueda <uedatakuya@gmail.com>  
Tal Shprecher <tshprecher@gmail.com>  
Tamir Duberstein <tamird@gmail.com>  
Tao Wang <twang2218@gmail.com>  
Tarmigan Casebolt <tarmigan@gmail.com>  
Taro Aoki <aizu.s1230022@gmail.com>  
Taru Karttunen <taruti@taruti.net>  
Tatsuhiko Tsujikawa <tatsuhiko.t@gmail.com>  
Teague Cole <tnc1443@gmail.com>  
Ted Kornish <golang@tedkornish.com>  
Tejasvi Nareddy <tejunareddy@gmail.com>  
Terin Stock <terinjokes@gmail.com>  
Terrel Shumway <gopher@shumway.us>  
Tetsuo Kiso <tetsuokiso9@gmail.com>  
Than McIntosh <thanm@google.com>  
Thanabodee Charoenpiriyakij <wingyminus@gmail.com>  
Thanatat Tamtan <acoshift@gmail.com>  
Thiago Avelino <t@avelino.xxx>  
Thiago Fransosi Farina <thiago.farina@gmail.com> <tfarina@chromium.org>  
Thomas Alan Copeland <talan.copeland@gmail.com>  
Thomas Bonfort <thomas.bonfort@gmail.com>  
Thomas Bouldin <inlined@google.com>  
Thomas Bruyelle <thomas.bruyelle@gmail.com>  
Thomas de Zeeuw <thomasdezeeuw@gmail.com>  
Thomas Desrosiers <thomasdesr@gmail.com>  
Thomas Habets <habets@google.com>

Thomas Kappler <tkappler@gmail.com>  
Thomas Meson <zllak@hycik.org>  
Thomas Wanielista <tomwans@gmail.com>  
Thorben Krueger <thorben.krueger@gmail.com>  
Thordur Bjornsson <thorduri@secnorth.net>  
Tiago Queiroz <contato@tiago.eti.br>  
Tilman Dilo <tilman.dilo@gmail.com>  
Tim Cooijmans <timcooijmans@gmail.com>  
Tim Cooper <tim.cooper@layeh.com>  
Tim Ebringer <tim.ebringer@gmail.com>  
Tim Heckman <t@heckman.io>  
Tim Henderson <tim.tadh@gmail.com>  
Tim Hockin <thockin@google.com>  
Tim Swast <swast@google.com>  
Tim Wright <tenortim@gmail.com>  
Timo Savola <timo.savola@gmail.com>  
Timo Truyts <alkaloid.btx@gmail.com>  
Timothy Studd <tim@timstudd.com>  
Tipp Moseley <tipp@google.com>  
Tobias Assarsson <tobias.assarsson@gmail.com>  
Tobias Columbus <tobias.columbus@gmail.com> <tobias.columbus@googlemail.com>  
Tobias Klauser <tklauser@distanz.ch>  
Toby Burrell <kurin@google.com>  
Todd Neal <todd@tneal.org>  
Todd Wang <toddwang@gmail.com>  
Tom Bergan <tombergan@google.com>  
Tom Heng <zhm20070928@gmail.com>  
Tom Lanyon <tomlanyon@google.com>  
Tom Levy <tomlevy93@gmail.com>  
Tom Limoncelli <tal@whatexit.org>  
Tom Linfoord <tomlinfoord@gmail.com>  
Tom Payne <twpayne@gmail.com>  
Tom Szymanski <tgs@google.com>  
Tom Thorogood <me+google@tomthorogood.co.uk>  
Tom Wilkie <tom@weave.works>  
Tommy Schaefer <tommy.schaefer@teecom.com>  
Tomoya Ishizaki <zaq1tomo@gmail.com>  
Tonis Tiigi <tonistiigi@gmail.com>  
Tony Walker <walkert.uk@gmail.com>  
Tor Andersson <tor.andersson@gmail.com>  
Tormod Erevik Lea <tormodlea@gmail.com>  
Toshiki Shima <hayabusa1419@gmail.com>  
Totoro W <tw19881113@gmail.com>  
Travis Bischel <travis.bischel@gmail.com>  
Travis Cline <travis.cline@gmail.com>  
Trevor Strohman <trevor.strohman@gmail.com>  
Trey Lawrence <lawrence.trey@gmail.com>  
Trey Roessig <trey.roessig@gmail.com>

Trey Tacon <ttacon@gmail.com>  
Tristan Amini <tamini01@ca.ibm.com>  
Tristan Colgate <tcolgate@gmail.com>  
Tristan Oohry <oohry@gmail.com>  
Tristan Rice <rice@fn.lc>  
Troels Thomsen <troels@thomsen.io>  
Trung Nguyen <trung.n.k@gmail.com>  
Tudor Golubenco <tudor.g@gmail.com>  
Tugdual Saunier <tugdual.saunier@gmail.com>  
Tuo Shan <sturbo89@gmail.com> <shantuo@google.com>  
Tyler Bui-Palsulich <tpalsulich@google.com>  
Tyler Bunnell <tylerbunnell@gmail.com>  
Tyler Treat <ttreat31@gmail.com>  
Tzu-Jung Lee <roylee17@currant.com>  
Ugorji Nwoke <ugorji@gmail.com>  
Ulf Holm Nielsen <doktor@dyregod.dk>  
Ulrich Kunitz <uli.kunitz@gmail.com>  
Uriel Mangado <uriel@berlinblue.org>  
Uttam C Pawar <uttam.c.pawar@intel.com>  
Vadim Grek <vadimprog@gmail.com>  
Vadim Vygonets <unixdj@gmail.com>  
Val Polouchkine <vpolouch@justin.tv>  
Vega Garcia Luis Alfonso <vegacom@gmail.com>  
Veselkov Konstantin <kostozyb@gmail.com>  
Victor Chudnovsky <vchudnov@google.com>  
Victor Vrantchan <vrancean+github@gmail.com>  
Vignesh Ramachandra <vickyramachandra@gmail.com>  
Vikas Kedia <vikask@google.com>  
Vincent Ambo <tazjin@googlemail.com>  
Vincent Batts <vbatts@hashbangbash.com> <vbatts@gmail.com>  
Vincent Vanackere <vincent.vanackere@gmail.com>  
Vinu Rajashekhar <vinutheraj@gmail.com>  
Vish Subramanian <vish@google.com>  
Vishvananda Ishaya <vishvananda@gmail.com>  
Vitor De Mario <vitordemario@gmail.com>  
Vlad Krasnov <vlad@cloudflare.com>  
Vladimir Kuzmin <vkuzmin@uber.com>  
Vladimir Mihailenco <vladimir.webdev@gmail.com>  
Vladimir Nikishenko <vova616@gmail.com>  
Vladimir Stefanovic <vladimir.stefanovic@imgtec.com>  
Vladimir Varankin <nek.narqo@gmail.com>  
Volker Dobler <dr.volker.dobler@gmail.com>  
Volodymyr Paprotski <vpaprots@ca.ibm.com>  
W. Trevor King <wking@tremily.us>  
Wade Simmons <wade@wades.im>  
Walter Poupore <wpoupore@google.com>  
Wander Lairson Costa <wcosta@mozilla.com>  
Wayne Ashley Berry <wayneashleyberry@gmail.com>

Wedson Almeida Filho <wedsonaf@google.com>  
Wi Cngru <crvv.mail@gmail.com>  
Wei Fu <fhfuwei@163.com>  
Wei Guangjing <vcc.163@gmail.com>  
Wei Xiao <wei.xiao@arm.com>  
Weichao Tang <tevic.tt@gmail.com>  
Wembley G. Leach, Jr <wembley.gl@gmail.com>  
Wilfried Teiken <wteiken@google.com>  
Will Chan <willchan@google.com>  
Will Faught <will.faught@gmail.com>  
Will Norris <willnorris@google.com>  
Will Storey <will@summercat.com>  
Willem van der Schyff <willemvds@gmail.com>  
William Chan <willchan@chromium.org>  
William Chang <mr.williamchang@gmail.com>  
William Josephson <wjosephson@gmail.com>  
William Orr <will@worrbase.com> <ay1244@gmail.com>  
Wisdom Omuya <deafgoat@gmail.com>  
Wu Yunzhou <yunzhouwu@gmail.com>  
Xi Ruoyao <xry23333@gmail.com>  
Xia Bin <snyh@snyh.org>  
Xing Xing <mikespook@gmail.com>  
Xu Fei <badgangkiller@gmail.com>  
Xudong Zhang <felixmelon@gmail.com>  
Xudong Zheng <7pkvm5aw@slicealias.com>  
Xuyang Kang <xuyangkang@gmail.com>  
Yamagishi Kazutoshi <ykzts@desire.sh>  
Yan Zou <yzou@google.com>  
Yann Hodique <yhodique@google.com>  
Yann Kerherv <yann.kerherve@gmail.com>  
Yann Salan <yannsalaun1@gmail.com>  
Yao Zhang <lunaria21@gmail.com>  
Yaron de Leeuw <jarondl@google.com>  
Yasha Bubnov <girokompas@gmail.com>  
Yasuharu Goto <matope.ono@gmail.com>  
Yasuhiro Matsumoto <mattn.jp@gmail.com>  
Yasuyuki Oka <yasuyk@gmail.com>  
Yazen Shunnar <yazen.shunnar@gmail.com>  
Yestin Sun <ylih@pdx.edu>  
Yesudeep Mangalapilly <yesudeep@google.com>  
Yissakhar Z. Beck <yissakhar.beck@gmail.com>  
Yo-An Lin <yoanlin93@gmail.com>  
Yongjian Xu <i3dmaster@gmail.com>  
Yorman Arias <cixtords@gmail.com>  
Yoshiyuki Kanno <nekotaroh@gmail.com> <yoshiyuki.kanno@stoic.co.jp>  
Yoshiyuki Mineo <yoshiyuki.mineo@gmail.com>  
Yosuke Akatsuka <yosuke.akatsuka@gmail.com>  
Yu Heng Zhang <annita.zhang@cn.ibm.com>

Yu Xuan Zhang <zyxsh@cn.ibm.com>  
Yuji Yaginuma <yuuji.yaginuma@gmail.com>  
Yuki Yugui Sonoda <yugui@google.com>  
Yukihiro Nishinaka <6elpinal@gmail.com>  
Yury Smolsky <yury@smolsky.by>  
Yusuke Kagiwada <block.rxckin.beats@gmail.com>  
Yuusei Kuwana <kuwana@kumama.org>  
Yuval Pavel Zholkover <paulzhol@gmail.com>  
Yves Junqueira <yvesj@google.com> <yves.junqueira@gmail.com>  
Zac Bergquist <zbergquist99@gmail.com>  
Zach Bintliff <zbintliff@gmail.com>  
Zach Gershman <zachgersh@gmail.com>  
Zachary Gershman <zgershman@pivotal.io>  
Zak <zrjknill@gmail.com>  
Zakatell Kanda <hi@zkanda.io>  
Zellyn Hunter <zellyn@squareup.com> <zellyn@gmail.com>  
Zev Goldstein <zev.goldstein@gmail.com>  
Zheng Dayu <davidzheng23@gmail.com>  
Zhengyu He <hzy@google.com>  
Zhongpeng Lin <zplin@uber.com>  
Zhongtao Chen <chenzhongtao@126.com>  
Zhongwei Yao <zhongwei.yao@arm.com>  
Zhou Peng <p@ctruple.cn>  
Ziad Hatahet <hatahet@gmail.com>  
Zorion Arrizabalaga <zorionk@gmail.com>  
<max.faceless.frei@gmail.com>  
<hagen1778@gmail.com>  
<tbunyk@gmail.com>  
<faxriddinjon@gmail.com>  
<zs349596@gmail.com>  
<bronze1man@gmail.com>

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## THE BASIC LIBRARY FUNCTIONS

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Written by: Philip Hazel  
Email local part: ph10  
Email domain: cam.ac.uk

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Python was created in the early 1990s by Guido van Rossum at Stichting Mathematisch Centrum (CWI, see <http://www.cwi.nl>) in the Netherlands as a successor of a language called ABC. Guido remains Python's principal author, although it includes many contributions from others.

In 1995, Guido continued his work on Python at the Corporation for National Research Initiatives (CNRI, see <http://www.cnri.reston.va.us>) in Reston, Virginia where he released several versions of the software.

In May 2000, Guido and the Python core development team moved to BeOpen.com to form the BeOpen PythonLabs team. In October of the same year, the PythonLabs team moved to Digital Creations, which became Zope Corporation. In 2001, the Python Software Foundation (PSF, see <https://www.python.org/psf/>) was formed, a non-profit organization created specifically to own Python-related Intellectual Property. Zope Corporation was a sponsoring member of the PSF.

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| Release | Derived | Year | Owner | GPL-            |
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|                |           |           |            |         |
|----------------|-----------|-----------|------------|---------|
| 0.9.0 thru 1.2 |           | 1991-1995 | CWI        | yes     |
| 1.3 thru 1.5.2 | 1.2       | 1995-1999 | CNRI       | yes     |
| 1.6            | 1.5.2     | 2000      | CNRI       | no      |
| 2.0            | 1.6       | 2000      | BeOpen.com | no      |
| 1.6.1          | 1.6       | 2001      | CNRI       | yes (2) |
| 2.1            | 2.0+1.6.1 | 2001      | PSF        | no      |
| 2.0.1          | 2.0+1.6.1 | 2001      | PSF        | yes     |
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This file contains a list of people who have made large contributions to the public version of Protocol Buffers.

Original Protocol Buffers design and implementation:

Sanjay Ghemawat <sanjay@google.com>

Jeff Dean <jeff@google.com>

Daniel Dulitz <daniel@google.com>

Craig Silverstein

Paul Haahr <haahr@google.com>

Corey Anderson <corin@google.com>

(and many others)



Proto2 C++ and Java primary author:  
Kenton Varda <kenton@google.com>

Proto2 Python primary authors:  
Will Robinson <robinson@google.com>  
Petar Petrov <petar@google.com>

Java Nano primary authors:  
Brian Duff <bduff@google.com>  
Tom Chao <chaot@google.com>  
Max Cai <maxtroy@google.com>  
Ulas Kirazci <ulas@google.com>

Large code contributions:  
Jason Hsueh <jasonh@google.com>  
Joseph Schorr <jschorr@google.com>  
Wenbo Zhu <wenboz@google.com>

Large quantity of code reviews:  
Scott Bruce <sbruce@google.com>  
Frank Yellin  
Neal Norwitz <nnorwitz@google.com>  
Jeffrey Yasskin <jyasskin@google.com>  
Ambrose Feinstein <ambrose@google.com>

Documentation:  
Lisa Carey <lcarey@google.com>

Maven packaging:  
Gregory Kick <gak@google.com>

Patch contributors:  
Kevin Ko <kevin.s.ko@gmail.com>  
\* Small patch to handle trailing slashes in --proto\_path flag.  
Johan Euphrosine <propy@aminche.com>  
\* Small patch to fix Python CallMethod().  
Ulrich Kunitz <kune@deine-taler.de>  
\* Small optimizations to Python serialization.  
Leandro Lucarella <llucax@gmail.com>  
\* VI syntax highlighting tweaks.  
\* Fix compiler to not make output executable.  
Dilip Joseph <dilip.antony.joseph@gmail.com>  
\* Heuristic detection of sub-messages when printing unknown fields in text format.  
Brian Atkinson <nairb774@gmail.com>  
\* Added @Override annotation to generated Java code where appropriate.  
Vincent Choinire <Choiniere.Vincent@hydro.qc.ca>

\* Tru64 support.  
Monty Taylor <monty.taylor@gmail.com>  
\* Solaris 10 + Sun Studio fixes.  
Alek Storm <alek.storm@gmail.com>  
\* Slicing support for repeated scalar fields for the Python API.  
Oleg Smolsky <oleg.smolsky@gmail.com>  
\* MS Visual Studio error format option.  
\* Detect unordered\_map in stl\_hash.m4.  
Brian Olson <brianolson@google.com>  
\* gzip/zlib I/O support.  
Michael Poole <mdpoole@troilus.org>  
\* Fixed warnings about generated constructors not explicitly initializing all fields (only present with certain compiler settings).  
\* Added generation of field number constants.  
Wink Saville <wink@google.com>  
\* Fixed initialization ordering problem in logging code.  
Will Pierce <willp@nuclei.com>  
\* Small patch improving performance of in Python serialization.  
Alexandre Vassalotti <alexandre@peadrop.com>  
\* Emacs mode for Protocol Buffers (editors/protobuf-mode.el).  
Scott Stafford <scott.stafford@gmail.com>  
\* Added Swap(), SwapElements(), and RemoveLast() to Reflection interface.  
Alexander Melnikov <alm@sibmail.ru>  
\* HPUX support.  
Oliver Jowett <oliver.jowett@gmail.com>  
\* Detect whether zlib is new enough in configure script.  
\* Fixes for Solaris 10 32/64-bit confusion.  
Evan Jones <evanj@mit.edu>  
\* Optimize Java serialization code when writing a small message to a stream.  
\* Optimize Java serialization of strings so that UTF-8 encoding happens only once per string per serialization call.  
\* Clean up some Java warnings.  
\* Fix bug with permanent callbacks that delete themselves when run.  
Michael Kucharski <m.kucharski@gmail.com>  
\* Added CodedInputStream.getTotalBytesRead().  
Kacper Kowalik <xarthisius.kk@gmail.com>  
\* Fixed m4/acx\_pthread.m4 problem for some Linux distributions.  
William Orr <will@worrbase.com>  
\* Fixed detection of sched\_yield on Solaris.  
\* Added atomicops for Solaris  
Andrew Paprocki <andrew@ishiboo.com>  
\* Fixed minor IBM xLC compiler build issues  
\* Added atomicops for AIX (POWER)

## 1.22 webrtc 0.2.11

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*/opt/ws_local/PERMITS_SQL/1067811762_1594215317.24/0/webrtc-0-2-11-sources-
jar/org/webrtc/videoengine/VideoCaptureDeviceInfoAndroid.java
*/opt/ws_local/PERMITS_SQL/1067811762_1594215317.24/0/webrtc-0-2-11-sources-
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jar/org/webrtc/voiceengine/WebRtcAudioRecord.java
*/opt/ws_local/PERMITS_SQL/1067811762_1594215317.24/0/webrtc-0-2-11-sources-
jar/org/webrtc/voiceengine/AudioManagerAndroid.java
*/opt/ws_local/PERMITS_SQL/1067811762_1594215317.24/0/webrtc-0-2-11-sources-
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- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/StatsObserver.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/VideoCapturer.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/MediaStream.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/MediaSource.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/DataChannel.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/AudioSource.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/PeerConnection.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/IceCandidate.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/VideoRenderer.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/MediaStreamTrack.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/SdpObserver.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/Logging.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/AudioTrack.java
- \* /opt/ws\_local/PERMITS\_SQL/1067811762\_1594215317.24/0/webrtc-0-2-11-sources-jar/org/webrtc/StatsReport.java

```
* /opt/ws_local/PERMITS_SQL/1067811762_1594215317.24/0/webrtc-0-2-11-sources-
jar/org/webrtc/VideoTrack.java
* /opt/ws_local/PERMITS_SQL/1067811762_1594215317.24/0/webrtc-0-2-11-sources-
jar/org/webrtc/VideoSource.java
* /opt/ws_local/PERMITS_SQL/1067811762_1594215317.24/0/webrtc-0-2-11-sources-
jar/org/webrtc/PeerConnectionFactory.java
* /opt/ws_local/PERMITS_SQL/1067811762_1594215317.24/0/webrtc-0-2-11-sources-
jar/org/webrtc/MediaConstraints.java
* /opt/ws_local/PERMITS_SQL/1067811762_1594215317.24/0/webrtc-0-2-11-sources-
jar/org/webrtc/MediaCodecVideoEncoder.java
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```

```
* /opt/ws_local/PERMITS_SQL/1067811762_1594215317.24/0/webrtc-0-2-11-sources-
jar/org/webrtc/VideoRendererGui.java
```

# 1.23 libpng 1.6.37

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```

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## 1.24 icu 59

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## Commands to generate dependency files
GEN_DEPS.c= $(CC) -E -MM $(DEFS) $(CPPFLAGS)
GEN_DEPS.cc= $(CXX) -E -MM $(DEFS) $(CPPFLAGS)

## Flags for position independent code
SHAREDLIBCFLAGS = -fPIC
SHAREDLIBCXXFLAGS = -fPIC
SHAREDLIBCPPFLAGS = -DPIC

## Additional flags when building libraries and with threads
THREADSCPPFLAGS = -D_REENTRANT
LIBCPPFLAGS =

## Compiler switch to embed a runtime search path
```

```

LD_RPATH=
LD_RPATH_PRE= -Wl,-rpath,

## Compiler switch to embed a library name
LD_SONAME = -Wl,-soname -Wl,$(notdir $(MIDDLE_SO_TARGET))

## Shared library options
LD_SOOPTIONS= -Wl,-Bsymbolic

## Shared object suffix
SO = so
## Non-shared intermediate object suffix
STATIC_O = ao

## Compilation rules
%.${STATIC_O}: $(srcdir)/%.c
$(COMPILE.c) $(STATICCPPFLAGS) $(STATICCFLAGS) -o $@ $<
%.o: $(srcdir)/%.c
$(COMPILE.c) $(DYNAMICCPPFLAGS) $(DYNAMICCFLAGS) -o $@ $<

%.${STATIC_O}: $(srcdir)/%.cpp
$(COMPILE.cc) $(STATICCPPFLAGS) $(STATICCXXFLAGS) -o $@ $<
%.o: $(srcdir)/%.cpp
$(COMPILE.cc) $(DYNAMICCPPFLAGS) $(DYNAMICCXXFLAGS) -o $@ $<

## Dependency rules
%.d: $(srcdir)/%.c
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.c) $< \
| sed "s^\($*\)\.o[ :]*^1.o $@ : /g\" > $@; \
[ -s $@ ] || rm -f $@'

%.d: $(srcdir)/%.cpp
@echo "generating dependency information for $<"
@$(SHELL) -ec '$(GEN_DEPS.cc) $< \
| sed "s^\($*\)\.o[ :]*^1.o $@ : /g\" > $@; \
[ -s $@ ] || rm -f $@'

## Versioned libraries rules

%.${SO}.${SO_TARGET_VERSION_MAJOR}: %.${SO}.${SO_TARGET_VERSION}
$(RM) $@ && ln -s ${<F} $@
%.${SO}: %.${SO}.${SO_TARGET_VERSION_MAJOR}
$(RM) $@ && ln -s ${*F}.${SO}.${SO_TARGET_VERSION} $@

## Bind internal references

```

```
# LDflags that pkgdata will use
BIR_LDFLAGS= -Wl,-Bsymbolic
```

```
# Dependencies [i.e. map files] for the final library
BIR_DEPS=
```

```
## Remove shared library 's'
STATIC_PREFIX_WHEN_USED =
STATIC_PREFIX =
```

```
## End BSD-specific setup
```

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```
<one line to give the program's name and a brief idea of what it does.>  
Copyright (C) <year> <name of author>
```

```
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```
<program> Copyright (C) <year> <name of author>  
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This is free software, and you are welcome to redistribute it  
under certain conditions; type 'show c' for details.
```

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## 1.26 libvpx 1.6.1-946-gb578d5962

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Authors: Loren Merritt <lorenm@u.washington.edu>

Anton Mitrofanov <BugMaster@narod.ru>

Jason Garrett-Glaser <darkshikari@gmail.com>

Henrik Gramner <hengar-6@student.ltu.se>

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Ajay Joshi <jaj@google.com>  
Balzs Dn <balazs.dan@gmail.com>  
Bharat Mediratta <bharat@menalto.com>  
Chandler Carruth <chandlerc@google.com>  
Chris Prince <cprince@google.com>  
Chris Taylor <taylorc@google.com>  
Dan Egnor <egnor@google.com>  
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Hady Zalek <hady.zalek@gmail.com>  
Jeffrey Yasskin <jyasskin@google.com>  
Ji Sigursson <joi@google.com>  
Keir Mierle <mierle@gmail.com>  
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Mikls Fazekas <mfazekas@szemafor.com>  
Pasi Valminen <pasi.valminen@gmail.com>  
Patrick Hanna <phanna@google.com>  
Patrick Riley <pfr@google.com>  
Peter Kaminski <piotrk@google.com>  
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Rainer Klaffenboeck <rainer.klaffenboeck@dynatrace.com>  
Russ Cox <rsc@google.com>  
Russ Rufer <russ@pentad.com>  
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Sigurur sgeirsson <siggi@google.com>  
Tracy Bialik <tracy@pentad.com>  
Vadim Berman <vadimb@google.com>  
Vlad Losev <vladl@google.com>  
Zhanyong Wan <wan@google.com>

# 1.27 visual-studio-runtime 14.00.24210.0

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```
set yrange [0:]  
set terminal pngcairo font 'Sans, 8' lw 1 size 1400,1024  
set xtics rotate by -45  
set style histogram errorbars gap 2 lw 1  
set style fill solid border -1  
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TO DO                Plans for future IJG releases.

Other documentation files in the distribution are:

User documentation:

- install.doc How to configure and install the IJG software.
- usage.doc Usage instructions for cjpeg, djpeg, jpegtran, rdjpgcom, and wrjpgcom.
- \*.1 Unix-style man pages for programs (same info as usage.doc).
- wizard.doc Advanced usage instructions for JPEG wizards only.
- change.log Version-to-version change highlights.

Programmer and internal documentation:

- libjpeg.doc How to use the JPEG library in your own programs.
- example.c Sample code for calling the JPEG library.
- structure.doc Overview of the JPEG library's internal structure.
- filelist.doc Road map of IJG files.
- coderrules.doc Coding style rules --- please read if you contribute code.

Please read at least the files install.doc and usage.doc. Useful information can also be found in the JPEG FAQ (Frequently Asked Questions) article. See ARCHIVE LOCATIONS below to find out where to obtain the FAQ article.

If you want to understand how the JPEG code works, we suggest reading one or more of the REFERENCES, then looking at the documentation files (in roughly the order listed) before diving into the code.

## OVERVIEW

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This package contains C software to implement JPEG image compression and decompression. JPEG (pronounced "jay-peg") is a standardized compression method for full-color and gray-scale images. JPEG is intended for compressing "real-world" scenes; line drawings, cartoons and other non-realistic images are not its strong suit. JPEG is lossy, meaning that the output image is not exactly identical to the input image. Hence you must not use JPEG if you have to have identical output bits. However, on typical photographic images, very good compression levels can be obtained with no visible change, and remarkably high compression levels are possible if you can tolerate a low-quality image. For more details, see the references, or just experiment with various compression settings.

This software implements JPEG baseline, extended-sequential, and progressive compression processes. Provision is made for supporting all variants of these processes, although some uncommon parameter settings aren't implemented yet. For legal reasons, we are not distributing code for the arithmetic-coding variants of JPEG; see LEGAL ISSUES. We have made no provision for supporting the hierarchical or lossless processes defined in the standard.

We provide a set of library routines for reading and writing JPEG image files,

plus two sample applications "cjpeg" and "djpeg", which use the library to perform conversion between JPEG and some other popular image file formats. The library is intended to be reused in other applications.

In order to support file conversion and viewing software, we have included considerable functionality beyond the bare JPEG coding/decoding capability; for example, the color quantization modules are not strictly part of JPEG decoding, but they are essential for output to colormapped file formats or colormapped displays. These extra functions can be compiled out of the library if not required for a particular application. We have also included "jpegtran", a utility for lossless transcoding between different JPEG processes, and "rdjpgcom" and "wrjpgcom", two simple applications for inserting and extracting textual comments in JFIF files.

The emphasis in designing this software has been on achieving portability and flexibility, while also making it fast enough to be useful. In particular, the software is not intended to be read as a tutorial on JPEG. (See the REFERENCES section for introductory material.) Rather, it is intended to be reliable, portable, industrial-strength code. We do not claim to have achieved that goal in every aspect of the software, but we strive for it.

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The Unix configuration script "configure" was produced with GNU Autoconf. It is copyright by the Free Software Foundation but is freely distributable. The same holds for its supporting scripts (config.guess, config.sub, ltconfig, ltmain.sh). Another support script, install-sh, is copyright by M.I.T. but is also freely distributable.

It appears that the arithmetic coding option of the JPEG spec is covered by patents owned by IBM, AT&T, and Mitsubishi. Hence arithmetic coding cannot legally be used without obtaining one or more licenses. For this reason, support for arithmetic coding has been removed from the free JPEG software. (Since arithmetic coding provides only a marginal gain over the unpatented

Huffman mode, it is unlikely that very many implementations will support it.) So far as we are aware, there are no patent restrictions on the remaining code.

The IJG distribution formerly included code to read and write GIF files. To avoid entanglement with the Unisys LZW patent, GIF reading support has been removed altogether, and the GIF writer has been simplified to produce "uncompressed GIFs". This technique does not use the LZW algorithm; the resulting GIF files are larger than usual, but are readable by all standard GIF decoders.

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## REFERENCES

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We highly recommend reading one or more of these references before trying to understand the innards of the JPEG software.

The best short technical introduction to the JPEG compression algorithm is Wallace, Gregory K. "The JPEG Still Picture Compression Standard", Communications of the ACM, April 1991 (vol. 34 no. 4), pp. 30-44. (Adjacent articles in that issue discuss MPEG motion picture compression, applications of JPEG, and related topics.) If you don't have the CACM issue handy, a PostScript file containing a revised version of Wallace's article is available at <ftp://ftp.uu.net/graphics/jpeg/wallace.ps.gz>. The file (actually a preprint for an article that appeared in IEEE Trans. Consumer Electronics) omits the sample images that appeared in CACM, but it includes corrections and some added material. Note: the Wallace article is copyright ACM and IEEE, and it may not be used for commercial purposes.

A somewhat less technical, more leisurely introduction to JPEG can be found in "The Data Compression Book" by Mark Nelson and Jean-loup Gailly, published by M&T Books (New York), 2nd ed. 1996, ISBN 1-55851-434-1. This book provides good explanations and example C code for a multitude of compression methods including JPEG. It is an excellent source if you are comfortable reading C code but don't know much about data compression in general. The book's JPEG sample code is far from industrial-strength, but when you are ready to look at a full implementation, you've got one here...

The best full description of JPEG is the textbook "JPEG Still Image Data Compression Standard" by William B. Pennebaker and Joan L. Mitchell, published by Van Nostrand Reinhold, 1993, ISBN 0-442-01272-1. Price US\$59.95, 638 pp. The book includes the complete text of the ISO JPEG standards (DIS 10918-1

and draft DIS 10918-2). This is by far the most complete exposition of JPEG in existence, and we highly recommend it.

The JPEG standard itself is not available electronically; you must order a paper copy through ISO or ITU. (Unless you feel a need to own a certified official copy, we recommend buying the Pennebaker and Mitchell book instead; it's much cheaper and includes a great deal of useful explanatory material.) In the USA, copies of the standard may be ordered from ANSI Sales at (212) 642-4900, or from Global Engineering Documents at (800) 854-7179. (ANSI doesn't take credit card orders, but Global does.) It's not cheap: as of 1992, ANSI was charging \$95 for Part 1 and \$47 for Part 2, plus 7% shipping/handling. The standard is divided into two parts, Part 1 being the actual specification, while Part 2 covers compliance testing methods. Part 1 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 1: Requirements and guidelines" and has document numbers ISO/IEC IS 10918-1, ITU-T T.81. Part 2 is titled "Digital Compression and Coding of Continuous-tone Still Images, Part 2: Compliance testing" and has document numbers ISO/IEC IS 10918-2, ITU-T T.83.

Some extensions to the original JPEG standard are defined in JPEG Part 3, a newer ISO standard numbered ISO/IEC IS 10918-3 and ITU-T T.84. IJG currently does not support any Part 3 extensions.

The JPEG standard does not specify all details of an interchangeable file format. For the omitted details we follow the "JFIF" conventions, revision 1.02. A copy of the JFIF spec is available from:

Literature Department  
C-Cube Microsystems, Inc.  
1778 McCarthy Blvd.  
Milpitas, CA 95035  
phone (408) 944-6300, fax (408) 944-6314

A PostScript version of this document is available by FTP at <ftp://ftp.uu.net/graphics/jpeg/jfif.ps.gz>. There is also a plain text version at <ftp://ftp.uu.net/graphics/jpeg/jfif.txt.gz>, but it is missing the figures.

The TIFF 6.0 file format specification can be obtained by FTP from <ftp://ftp.sgi.com/graphics/tiff/TIFF6.ps.gz>. The JPEG incorporation scheme found in the TIFF 6.0 spec of 3-June-92 has a number of serious problems. IJG does not recommend use of the TIFF 6.0 design (TIFF Compression tag 6). Instead, we recommend the JPEG design proposed by TIFF Technical Note #2 (Compression tag 7). Copies of this Note can be obtained from <ftp://ftp.sgi.com> or from <ftp://ftp.uu.net/graphics/jpeg/>. It is expected that the next revision of the TIFF spec will replace the 6.0 JPEG design with the Note's design. Although IJG's own code does not support TIFF/JPEG, the free libtiff library uses our library to implement TIFF/JPEG per the Note. libtiff is available from <ftp://ftp.sgi.com/graphics/tiff/>.

## ARCHIVE LOCATIONS

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The "official" archive site for this software is ftp.uu.net (Internet address 192.48.96.9). The most recent released version can always be found there in directory graphics/jpeg. This particular version will be archived as ftp://ftp.uu.net/graphics/jpeg/jpegsrc.v6b.tar.gz. If you don't have direct Internet access, UUNET's archives are also available via UUCP; contact help@uunet.uu.net for information on retrieving files that way.

Numerous Internet sites maintain copies of the UUNET files. However, only ftp.uu.net is guaranteed to have the latest official version.

You can also obtain this software in DOS-compatible "zip" archive format from the SimTel archives (ftp://ftp.simtel.net/pub/simtelnet/msdos/graphics/), or on CompuServe in the Graphics Support forum (GO CIS:GRAPHSUP), library 12 "JPEG Tools". Again, these versions may sometimes lag behind the ftp.uu.net release.

The JPEG FAQ (Frequently Asked Questions) article is a useful source of general information about JPEG. It is updated constantly and therefore is not included in this distribution. The FAQ is posted every two weeks to Usenet newsgroups comp.graphics.misc, news.answers, and other groups. It is available on the World Wide Web at <http://www.faqs.org/faqs/jpeg-faq/> and other news.answers archive sites, including the official news.answers archive at rtfm.mit.edu: <ftp://rtfm.mit.edu/pub/usenet/news.answers/jpeg-faq/>. If you don't have Web or FTP access, send e-mail to mail-server@rtfm.mit.edu with body

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- send usenet/news.answers/jpeg-faq/part2

## RELATED SOFTWARE

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Numerous viewing and image manipulation programs now support JPEG. (Quite a few of them use this library to do so.) The JPEG FAQ described above lists some of the more popular free and shareware viewers, and tells where to obtain them on Internet.

If you are on a Unix machine, we highly recommend Jef Poskanzer's free PBMPPLUS software, which provides many useful operations on PPM-format image files. In particular, it can convert PPM images to and from a wide range of other formats, thus making cjpeg/djpeg considerably more useful. The latest version is distributed by the NetPBM group, and is available from numerous sites, notably <ftp://wuarchive.wustl.edu/graphics/graphics/packages/NetPBM/>. Unfortunately PBMPPLUS/NETPBM is not nearly as portable as the IJG software is;



you are likely to have difficulty making it work on any non-Unix machine.

A different free JPEG implementation, written by the PVRG group at Stanford, is available from <ftp://havefun.stanford.edu/pub/jpeg/>. This program is designed for research and experimentation rather than production use; it is slower, harder to use, and less portable than the IJG code, but it is easier to read and modify. Also, the PVRG code supports lossless JPEG, which we do not. (On the other hand, it doesn't do progressive JPEG.)

## FILE FORMAT WARS

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Some JPEG programs produce files that are not compatible with our library. The root of the problem is that the ISO JPEG committee failed to specify a concrete file format. Some vendors "filled in the blanks" on their own, creating proprietary formats that no one else could read. (For example, none of the early commercial JPEG implementations for the Macintosh were able to exchange compressed files.)

The file format we have adopted is called JFIF (see REFERENCES). This format has been agreed to by a number of major commercial JPEG vendors, and it has become the de facto standard. JFIF is a minimal or "low end" representation. We recommend the use of TIFF/JPEG (TIFF revision 6.0 as modified by TIFF Technical Note #2) for "high end" applications that need to record a lot of additional data about an image. TIFF/JPEG is fairly new and not yet widely supported, unfortunately.

The upcoming JPEG Part 3 standard defines a file format called SPIFF. SPIFF is interoperable with JFIF, in the sense that most JFIF decoders should be able to read the most common variant of SPIFF. SPIFF has some technical advantages over JFIF, but its major claim to fame is simply that it is an official standard rather than an informal one. At this point it is unclear whether SPIFF will supersede JFIF or whether JFIF will remain the de-facto standard. IJG intends to support SPIFF once the standard is frozen, but we have not decided whether it should become our default output format or not. (In any case, our decoder will remain capable of reading JFIF indefinitely.)

Various proprietary file formats incorporating JPEG compression also exist. We have little or no sympathy for the existence of these formats. Indeed, one of the original reasons for developing this free software was to help force convergence on common, open format standards for JPEG files. Don't use a proprietary file format!

## TO DO

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The major thrust for v7 will probably be improvement of visual quality. The current method for scaling the quantization tables is known not to be very good at low Q values. We also intend to investigate block boundary smoothing, "poor man's variable quantization", and other means of improving quality-vs-file-size performance without sacrificing compatibility.

In future versions, we are considering supporting some of the upcoming JPEG Part 3 extensions --- principally, variable quantization and the SPIFF file format.

As always, speeding things up is of great interest.

Please send bug reports, offers of help, etc. to [jpeg-info@uunet.uu.net](mailto:jpeg-info@uunet.uu.net).

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```
# This is the official list of people who can contribute
# (and typically have contributed) code to the Go repository.
# The AUTHORS file lists the copyright holders; this file
# lists people. For example, Google employees are listed here
# but not in AUTHORS, because Google holds the copyright.
#
# Names should be added to this file only after verifying that
# the individual or the individual's organization has agreed to
# the appropriate Contributor License Agreement, found here:
#
# http://code.google.com/legal/individual-cla-v1.0.html
# http://code.google.com/legal/corporate-cla-v1.0.html
#
# The agreement for individuals can be filled out on the web.
```

```
# Names should be added to this file like so:
# Individual's name <submission email address>
# Individual's name <submission email address> <email2> <emailN>
#
```

# An entry with multiple email addresses specifies that the  
# first address should be used in the submit logs and  
# that the other addresses should be recognized as the  
# same person when interacting with Gerrit.

# Please keep the list sorted.

Aamir Khan <syst3m.w0rm@gmail.com>  
Aaron France <aaron.l.france@gmail.com>  
Aaron Jacobs <jacobsa@google.com>  
Aaron Kemp <kemp.aaron@gmail.com>  
Aaron Stein <aaronstein12@gmail.com>  
Aaron Torres <tcboox@gmail.com>  
Aaron Zinman <aaron@azinman.com>  
Aarti Parikh <aarti.parikh@gmail.com>  
Abe Haskins <abeisgreat@abeisgreat.com>  
Abhinav Gupta <abhinav.g90@gmail.com>  
Adam Azarchs <adam.azarchs@10xgenomics.com>  
Adam Bender <abender@google.com>  
Adam Eijdenberg <adam@continusec.com>  
Adam Harvey <aharvey@php.net>  
Adam Kisala <adam.kisala@gmail.com>  
Adam Langley <agl@golang.org>  
Adam Medzinski <adam.medzinski@gmail.com>  
Adam Shannon <adamkshannon@gmail.com>  
Adam Sindelar <adamsh@google.com>  
Adam Thomason <athomason@gmail.com>  
Adam Woodbeck <adam@woodbeck.net>  
Aditya Mukerjee <dev@chimeracoder.net>  
Adrian Hesketh <adrianhesketh@hushmail.com>  
Adrian Nos <nos.adrian@gmail.com>  
Adrian O'Grady <elpollouk@gmail.com>  
Adrien Bustany <adrien-xx-google@bustany.org>  
Adrien Petel <peteladrien@gmail.com>  
Acio Jnior <aeciodantasjunior@gmail.com>  
Aeneas Rekkas (arekkas) <aeneas@ory.am>  
Afanasev Stanislav <phpprogger@gmail.com>  
Agis Anastasopoulos <agis.anast@gmail.com>  
Agniva De Sarker <agnivade@yahoo.co.in>  
Ahmed Wahed <oneofone@gmail.com>  
Ahmet Alp Balkan <ahmetb@google.com>  
Ahmet Soormally <ahmet@mangomm.co.uk>  
Ahmy Yulrizka <yulrizka@gmail.com>  
Aiden Scandella <ai@uber.com>  
Ainar Garipov <gugl.zadolbal@gmail.com>  
Aishraj Dahal <aishraj@users.noreply.github.com>  
Akhil Indurti <contact@akhilindurti.com>  
Akihiro Suda <suda.kyoto@gmail.com>

Akshat Kumar <seed@mail.nanosouffle.net>  
Alan Donovan <adonovan@google.com>  
Alan Shreve <alan@inconshreveable.com>  
Albert Nigmatzianov <albertnigma@gmail.com>  
Albert Strasheim <fullung@gmail.com>  
Albert Yu <yukinying@gmail.com>  
Alberto Bertogli <albertito@blitiri.com.ar>  
Alberto Donizetti <alb.donizetti@gmail.com>  
Alberto Garca Hierro <alberto@garciahierro.com> <alberto.garcia.hierro@gmail.com>  
Aleksandar Dezelin <dezelin@gmail.com>  
Aleksandr Lukinykh <a.lukinykh@xsolla.com>  
Alekseev Artem <a.artem060@gmail.com>  
Alessandro Arzilli <alessandro.arzilli@gmail.com>  
Alessandro Baffa <alessandro.baffa@gmail.com>  
Alex A Skinner <alex@lx.lc>  
Alex Brainman <alex.brainman@gmail.com>  
Alex Bramley <abramley@google.com>  
Alex Browne <stephenalexbrowne@gmail.com>  
Alex Carol <alex.carol.c@gmail.com>  
Alex Jin <toalexjin@gmail.com>  
Alex Myasoedov <msoedov@gmail.com>  
Alex Plugaru <alex@plugaru.org> <alexandru.plugaru@gmail.com>  
Alex Schroeder <alex@gnu.org>  
Alex Sergeyev <abc@alexsergeyev.com>  
Alex Vaghin <crhyme@google.com>  
Alexander Demakin <alexander.demakin@gmail.com>  
Alexander Dring <email@alex.d.ch>  
Alexander F Rdseth <alexander.rodseth@appeartv.com>  
Alexander Guz <kalimatas@gmail.com>  
Alexander Kauer <alexander@affine.space>  
Alexander Kucherenko <alxkchr@gmail.com>  
Alexander Larsson <alexander.larsson@gmail.com>  
Alexander Menzhinsky <amenzhinsky@gmail.com>  
Alexander Morozov <lk4d4math@gmail.com>  
Alexander Neumann <alexander@bumper.de>  
Alexander Orlov <alexander.orlov@loxal.net>  
Alexander Pantyukhin <apantykhin@gmail.com>  
Alexander Polcyn <apolcyn@google.com>  
Alexander Reece <awreece@gmail.com>  
Alexander Surma <surma@surmair.de>  
Alexander Zhavnerchik <alex.vizor@gmail.com>  
Alexander Zolotov <goldifit@gmail.com>  
Alexandre Cesaro <alexandre.cesaro@gmail.com>  
Alexandre Fiori <fiorix@gmail.com>  
Alexandre Normand <alexandre.normand@gmail.com>  
Alexandre Parentea <aubonbeurre@gmail.com>  
Alexandre Viau <alexandre@alexandreviau.net>  
Alexandru Mooi <brtznr@gmail.com>

Alexei Sholik <alcosholik@gmail.com>  
Alexey Borzenkov <snaury@gmail.com>  
Alexey Neganov <neganovalexey@gmail.com>  
Alexey Palazhchenko <alexey.palazhchenko@gmail.com>  
Alexis Hildebrandt <surryhill@gmail.com>  
Alexis Hunt <lexer@google.com>  
Alexis Imperial-Legrand <ail@google.com>  
Ali Rizvi-Santiago <arizvisa@gmail.com>  
Aliaksandr Valialkin <valyala@gmail.com>  
Alif Rachmawadi <subosito@gmail.com>  
Allan Simon <allan.simon@supinfo.com>  
Alok Menghrajani <alok.menghrajani@gmail.com>  
Aman Gupta <aman@tmm1.net>  
Amir Mohammad Saied <amir@gluegadget.com>  
Amr Mohammed <merodiro@gmail.com>  
Amrut Joshi <amrut.joshi@gmail.com>  
Anand K. Mistry <anand@mistry.ninja>  
Anders Pearson <anders@columbia.edu>  
Andr Carvalho <asantostc@gmail.com>  
Andre Nathan <andrenth@gmail.com>  
Andrea Spadaccini <spadaccio@google.com>  
Andreas Auernhammer <aead@mail.de>  
Andreas Jellinghaus <andreas@ionisiert.de> <anj@google.com>  
Andreas Litt <andreas.litt@gmail.com>  
Andrei Korzhevskii <a.korzhevskiy@gmail.com>  
Andrei Tudor Clin <mail@acln.ro>  
Andrei Vieru <euvieru@gmail.com>  
Andres Erbsen <andreser@google.com>  
Andrew Austin <andrewacht@gmail.com>  
Andrew Balholm <andybalholm@gmail.com>  
Andrew Benton <andrewmbenton@gmail.com>  
Andrew Bonventre <andybons@chromium.org>  
Andrew Braunstein <awbraunstein@gmail.com>  
Andrew Bursavich <abursavich@gmail.com>  
Andrew Ekstedt <andrew.ekstedt@gmail.com>  
Andrew Etter <andrew.etter@gmail.com>  
Andrew Gerrand <adg@golang.org>  
Andrew Harding <andrew@spacemonkey.com>  
Andrew Jackura <ajackura@google.com>  
Andrew Lutomirski <andy@luto.us>  
Andrew Pilloud <andrewpilloud@igneoussystem.com>  
Andrew Pogrebnoy <absourd.noise@gmail.com>  
Andrew Pritchard <awpritchard@gmail.com>  
Andrew Radev <andrey.radev@gmail.com>  
Andrew Skiba <skibaa@gmail.com>  
Andrew Szeto <andrew@jabagawee.com>  
Andrew Werner <andrew@upthere.com> <awerner32@gmail.com>  
Andrew Wilkins <axwalk@gmail.com>

Andrew Williams <williams.andrew@gmail.com>  
Andrey Mirtchovski <mirtchovski@gmail.com>  
Andrey Petrov <andrey.petrov@shazow.net>  
Andrii Soldatenko <andrii.soldatenko@gmail.com>  
Andrii Soluk <isoluchok@gmail.com>  
Andriy Lytvynov <lytvynov.a.v@gmail.com>  
Andrzej eel <andrii.zhezhel@gmail.com>  
Andy Balholm <andy@balholm.com>  
Andy Davis <andy@bigandian.com>  
Andy Finkenstadt <afinkenstadt@zynga.com>  
Andy Lindeman <andy@lindeman.io>  
Andy Maloney <asmaloney@gmail.com>  
Andy Walker <walkeraj@gmail.com>  
Anfernee Yongkun Gui <anfernee.gui@gmail.com>  
Angelo Bulfone <mbulfone@gmail.com>  
Anh Hai Trinh <anh.hai.trinh@gmail.com>  
Anit Gandhi <anitgandhi@gmail.com>  
Anmol Sethi <anmol@aubble.com>  
Anschel Schaffer-Cohen <anschelsc@gmail.com>  
Anthony Alves <cvballa3g0@gmail.com>  
Anthony Canino <anthony.canino1@gmail.com>  
Anthony Eufemio <anthony.eufemio@gmail.com>  
Anthony Martin <ality@pbrane.org>  
Anthony Sottile <asottile@umich.edu>  
Anthony Starks <ajstarks@gmail.com>  
Anthony Voutas <voutasaurus@gmail.com>  
Anthony Woods <awoods@raintank.io>  
Antoine Martin <antoine97.martin@gmail.com>  
Antonin Amand <antonin.amand@gmail.com>  
Antonio Antelo <aantelov87@gmail.com>  
Antonio Bibiano <antbbn@gmail.com>  
Antonio Murdaca <runcom@redhat.com>  
Antonio Troina <thoeni@gmail.com>  
Apisak Darakananda <pongad@gmail.com>  
Aram Hvrneanu <aram@mgk.ro>  
Areski Belaid <areski@gmail.com>  
Ariel Mashraki <ariel@mashraki.co.il>  
Arkadi Pyuro <arkadi@google.com>  
Arlo Breault <arlolra@gmail.com>  
Arnaud Ysmal <arnaud.ysmal@gmail.com>  
Arne Hormann <arnehormann@gmail.com>  
Arnout Engelen <arnout@bzzt.net>  
Aron Nopanen <aron.nopanen@gmail.com>  
Arthur Khashaev <arthur@khashaev.ru>  
Artyom Pervukhin <artyom.pervukhin@gmail.com>  
Arvindh Rajesh Tamilmani <art@a-30.net>  
Ashish Gandhi <ag@ashishgandhi.org>  
Asim Shankar <asimshankar@gmail.com>

Atin Malaviya <amalaviy@akamai.com>  
Ato Araki <ato.araki@gmail.com>  
Audrey Lim <audreylh@gmail.com>  
Audrius Butkevicius <audrius.butkevicius@gmail.com>  
Augusto Roman <aroman@gmail.com>  
Aulus Egnatius Varialus <varialus@gmail.com>  
Aurlien Rainone <aurelien.rainone@gmail.com>  
Austin Clements <austin@google.com> <aclements@csail.mit.edu>  
awaw fumin <awawfumin@gmail.com>  
Awn Umar <awn@cryptolosophy.io>  
Axel Wagner <axel.wagner.hh@googlemail.com>  
Ayanamist Yang <ayanamist@gmail.com>  
Aymerick Jhanne <aymerick@jehanne.org>  
Azat Kaumov <kaumov.a.r@gmail.com>  
Baiju Muthukadan <baiju.m.mail@gmail.com>  
Balazs Lecz <leczb@google.com>  
Baokun Lee <nototon@gmail.com>  
Bartosz Grzybowski <melkorm@gmail.com>  
Bartosz Oler <brtsz@google.com>  
Bastian Ike <bastian.ike@gmail.com>  
Ben Burkert <ben@benburkert.com>  
Ben Eitzen <eitzenb@golang.org>  
Ben Fried <ben.fried@gmail.com>  
Ben Haines <bhainesva@gmail.com>  
Ben Laurie <ben@links.org> <benl@google.com>  
Ben Lubar <ben.lubar@gmail.com>  
Ben Lynn <benlynn@gmail.com>  
Ben Olive <sionide21@gmail.com>  
Ben Schwartz <bemasc@google.com>  
Ben Shi <powerman1st@163.com>  
Benjamin Black <b@b3k.us>  
Benjamin Cable <cable.benjamin@gmail.com>  
Benjamin Hsieh <tanookiben@users.noreply.github.com>  
Benjamin Prosnitz <bprosnitz@google.com>  
Benjamin Wester <bwester@squareup.com>  
Benny Siegert <bsiegert@gmail.com>  
Benoit Sigoure <tsunanet@gmail.com>  
Berengar Lehr <Berengar.Lehr@gmx.de>  
Bill Neubauer <wcn@golang.org> <wcn@google.com> <bill.neubauer@gmail.com>  
Bill O'Farrell <billo@ca.ibm.com>  
Bill Prin <waprin@google.com>  
Bill Thiede <couchmoney@gmail.com>  
Bill Zissimopoulos <billziss@navimatics.com>  
Billie Harold Cleek <bhcleek@gmail.com>  
Billy Lynch <wlynch@google.com>  
Bjorn Tillenius <bjorn@tillenius.me>  
Bjorn Tipling <bjorn.tipling@gmail.com>  
Blain Smith <rebelgeek@blainsmith.com>

Blake Gentry <blakesgentry@gmail.com>  
Blake Mesdag <blakemesdag@gmail.com>  
Blake Mizerany <blake.mizerany@gmail.com>  
Blixt <me@blixt.nyc>  
Bob Briski <rbriski@gmail.com>  
Bob Potter <bobby.potter@gmail.com>  
Bobby Powers <bobbypowers@gmail.com>  
Boris Nagaev <nagaev@google.com>  
Borja Clemente <borja.clemente@gmail.com>  
Brad Burch <brad.burch@gmail.com>  
Brad Fitzpatrick <bradfitz@golang.org> <bradfitz@gmail.com>  
Brad Garcia <bgarcia@golang.org>  
Brad Jones <rbjones@google.com>  
Brad Morgan <brad@morgabra.com>  
Brad Whitaker <bwhitaker@fastly.com>  
Braden Bassingthwaite <bbassingthwaite@vendasta.com>  
Bradley Falzon <brad@teambrad.net>  
Brady Catherman <brady@gmail.com>  
Brady Sullivan <brady@bsull.com>  
Brandon Bennett <bbennett@fb.com>  
Brandon Gilmore <varz@google.com>  
Brendan Daniel Tracey <tracey.brendan@gmail.com>  
Brendan O'Dea <bod@golang.org>  
Brett Cannon <bcannon@gmail.com>  
Brett Merrill <brett.j.merrill94@gmail.com>  
Brian Dellisanti <briandellisanti@gmail.com>  
Brian Downs <brian.downs@gmail.com>  
Brian G. Merrell <bgmerrell@gmail.com>  
Brian Gitonga Marete <marete@toshnix.com> <bgmarete@gmail.com> <bgm@google.com>  
Brian Kennedy <btkenedy@gmail.com>  
Brian Kessler <brian.m.kessler@gmail.com>  
Brian Ketelsen <bketelsen@gmail.com>  
Brian Slesinsky <skybrian@google.com>  
Brian Smith <ohohvi@gmail.com>  
Brian Starke <brian.starke@gmail.com>  
Bryan Alexander <Kozical@msn.com>  
Bryan C. Mills <bcmills@google.com>  
Bryan Chan <bryan.chan@ca.ibm.com>  
Bryan Ford <brynosaurus@gmail.com>  
Bulat Gaifullin <gaifullinbf@gmail.com>  
Burak Guven <bguven@gmail.com>  
Caine Tighe <arctanofyourface@gmail.com>  
Caio Marcelo de Oliveira Filho <caio.oliveira@intel.com>  
Caleb Martinez <accounts@calebmartinez.com>  
Caleb Spare <cespare@gmail.com>  
Carl Chatfield <carlchatfield@gmail.com>  
Carl Henrik Lunde <chlunde@ifi.uio.no>  
Carl Jackson <carl@stripe.com>



Carl Johnson <me@carlmjohnson.net>  
Carl Mastrangelo <notcarl@google.com>  
Carl Shapiro <cshapiro@google.com> <cshapiro@golang.org>  
Carlisia Campos <carlisia@grokkingtech.io>  
Carlo Alberto Ferraris <cafxx@strayorange.com>  
Carlos Castillo <cookieo9@gmail.com>  
Carlos Cirello <uldericofilho@gmail.com>  
Carlos Eduardo Seo <cseo@linux.vnet.ibm.com>  
Carolyn Van Slyck <me@carolynvanslyck.com>  
Cary Hull <chull@google.com>  
Case Nelson <case.nelson@gmail.com>  
Casey Callendrello <squeed@gmail.com>  
Casey Marshall <casey.marshall@gmail.com>  
Catalin Nicutar <cnicutar@google.com>  
Catalin Patulea <catalinp@google.com>  
Cedric Staub <cs@squareup.com>  
Cezar S Espinola <cezarsa@gmail.com>  
Chad Rosier <mrosier.qdt@qualcommdatacenter.com>  
ChaiShushan <chaishushan@gmail.com>  
Charles Fenwick Elliott <Charles@FenwickElliott.io>  
Charles L. Dorian <cldorian@gmail.com>  
Charles Lee <zombie.fml@gmail.com>  
Charles Weill <weill@google.com>  
Cherry Zhang <cherryz@google.com>  
Chew Choon Keat <choonkeat@gmail.com>  
Cholerae Hu <choleraehyq@gmail.com>  
Chotepud Teo <AlexRouSg@users.noreply.github.com>  
Chris Ball <chris@printf.net>  
Chris Biscardi <chris@christopherbiscardi.com>  
Chris Broadfoot <cbro@golang.org>  
Chris Dollin <ehog.hedge@gmail.com>  
Chris Farmiloe <chrisfarms@gmail.com>  
Chris Hines <chris.cs.guy@gmail.com>  
Chris Howey <howeyc@gmail.com>  
Chris Hundt <hundt@google.com>  
Chris Jones <chris@cjones.org> <chris.jones.yar@gmail.com>  
Chris Kastorff <encryptio@gmail.com>  
Chris Lennert <calennert@gmail.com>  
Chris Liles <caveryliles@gmail.com>  
Chris Manghane <cmang@golang.org>  
Chris McGee <sirnewton\_01@yahoo.ca> <newton688@gmail.com>  
Chris Raynor <raynor@google.com>  
Chris Roche <rodaine@gmail.com>  
Chris Smith <chrsmith@users.noreply.github.com>  
Chris Stockton <chrisstocktonaz@gmail.com>  
Chris Zou <chriszou@ca.ibm.com>  
Christian Alexander <christian@linux.com>  
Christian Couder <chriscool@tuxfamily.org>

Christian Himpel <chressie@googlemail.com> <chressie@gmail.com>  
Christian Pellegrin <chri@evolware.org>  
Christine Hansmann <chhansmann@gmail.com>  
Christoffer Buchholz <christoffer.buchholz@gmail.com>  
Christoph Blecker <admin@toph.ca>  
Christoph Hack <christoph@tux21b.org>  
Christopher Cahoon <chris.cahoon@gmail.com>  
Christopher Guiney <chris@guiney.net>  
Christopher Henderson <chris@chenderson.org>  
Christopher Koch <chrisko@google.com>  
Christopher Nelson <nadiasvertex@gmail.com>  
Christopher Nielsen <m4dh4tt3r@gmail.com>  
Christopher Redden <christopher.redden@gmail.com>  
Christopher Swenson <cswenson@google.com>  
Christopher Wedgwood <cw@f00f.org>  
Christos Zoulas <christos@zoulas.com> <zoulasc@gmail.com>  
Christy Perez <christy@linux.vnet.ibm.com>  
CL Sung <clsung@gmail.com> <cl\_sung@htc.com>  
Clement Skau <clementskau@gmail.com>  
Cody Oss <the.cody.oss@gmail.com>  
Colby Ranger <cranger@google.com>  
Colin Cross <ccross@android.com>  
Colin Edwards <colin@recursivepenguin.com>  
Colin Kennedy <moshen.colin@gmail.com>  
Colin Rice <clr@google.com>  
Conrad Irwin <conrad.irwin@gmail.com>  
Conrad Meyer <cemeyer@cs.washington.edu>  
Conrado Gouvea <conradopl@gmail.com>  
Constantin Konstantinidis <constantinkonstantinidis@gmail.com>  
Corey Thomasson <cthom.lists@gmail.com>  
Cosmos Nicolaou <cnicolaou@google.com>  
Costin Chirvasuta <ctin@google.com>  
Craig Citro <craigcitro@google.com>  
Cristian Staretu <unclejacksons@gmail.com>  
Cuihtlauac ALVARADO <cuihtlauac.alvarado@orange.com>  
Cyrill Schumacher <cyrrill@schumacher.fm>  
Daisuke Fujita <dtanshi45@gmail.com>  
Daker Fernandes Pinheiro <daker.fernandes.pinheiro@intel.com>  
Damian Gryski <dgryski@gmail.com>  
Damien Lespiau <damien.lespiau@gmail.com> <damien.lespiau@intel.com>  
Damien Mathieu <42@dmathieu.com>  
Damien Neil <dneil@google.com>  
Damien Tournoud <damien@platform.sh>  
Dan Ballard <dan@mindstab.net>  
Dan Caddigan <goldcaddy77@gmail.com>  
Dan Callahan <dan.callahan@gmail.com>  
Dan Harrington <harringtond@google.com>  
Dan Jacques <dnj@google.com>

Dan Peterson <dpiddy@gmail.com>  
Dan Pupius <dan@medium.com>  
Dan Sinclair <dan.sinclair@gmail.com>  
Daniel Fleischman <danielfleischman@gmail.com>  
Daniel Johansson <dajo2002@gmail.com>  
Daniel Kerwin <d.kerwin@gini.net>  
Daniel Krech <eikeon@eikeon.com>  
Daniel Lidn <daniel.liden.87@gmail.com>  
Daniel Mart <mvdan@mvdan.cc>  
Daniel Morsing <daniel.morsing@gmail.com>  
Daniel Nadasi <dnadasi@google.com>  
Daniel Nephin <dnephin@gmail.com>  
Daniel Ortiz Pereira da Silva <daniel.particular@gmail.com>  
Daniel Skinner <daniel@dasa.cc>  
Daniel Speichert <daniel@speichert.pl>  
Daniel Theophanes <kardianos@gmail.com>  
Daniel Upton <daniel@floppy.co>  
Daniela Petruzalek <daniela.petruzalek@gmail.com>  
Danny Rosseau <daniel.rosseau@gmail.com>  
Daria Kolistratova <daria.kolistratova@intel.com>  
Darren Elwood <darren@textnode.com>  
Darshan Parajuli <parajulidarshan@gmail.com>  
Datong Sun <dndx@idndx.com>  
Dave Borowitz <dborowitz@google.com>  
Dave Bort <dbort@golang.org>  
Dave Cheney <dave@cheney.net>  
Dave Day <djd@golang.org>  
Dave Grijalva <dgrijalva@ngmoco.com>  
Dave MacFarlane <driusan@gmail.com>  
Dave Russell <forfuncsake@gmail.com>  
David Anderson <danderson@google.com>  
David Barnett <dbarnett@google.com>  
David Benjamin <davidben@google.com>  
David Brophy <dave@brophy.uk>  
David Brgin <676c7473@gmail.com>  
David Calavera <david.calavera@gmail.com>  
David Carlier <devnexen@gmail.com>  
David Chase <drchase@google.com>  
David Covert <davidhcovert@gmail.com>  
David Crawshaw <david.crawshaw@zensus.com> <crawshaw@google.com> <crawshaw@golang.org>  
David du Colombier <0intro@gmail.com>  
David Forsythe <dforsythe@gmail.com>  
David G. Andersen <dave.andersen@gmail.com>  
David Glasser <glasser@meteor.com>  
David Howden <dhowden@gmail.com>  
David Hubbard <dsp@google.com>  
David Jakob Fritz <david.jakob.fritz@gmail.com>  
David Lazar <lazard@golang.org>

David Leon Gil <coruus@gmail.com>  
David McLeish <davemc@google.com>  
David NewHamlet <david@newhamlet.com>  
David Presotto <presotto@gmail.com>  
David R. Jenni <david.r.jenni@gmail.com>  
David Sansome <me@davidsansome.com>  
David Stainton <dstainton415@gmail.com>  
David Symonds <dsymonds@golang.org>  
David Thomas <davidthomas426@gmail.com>  
David Titarenco <david.titarenco@gmail.com>  
David Url <david@urld.io>  
David Volquartz Lebech <david@lebech.info>  
David Wimmer <davidlwimmer@gmail.com>  
Davies Liu <davies.liu@gmail.com>  
Davor Kapsa <davor.kapsa@gmail.com>  
Dean Prichard <dean.prichard@gmail.com>  
Deepak Jois <deepak.jois@gmail.com>  
Denis Bernard <db047h@gmail.com>  
Denis Brandolini <denis.brandolini@gmail.com>  
Denis Nagorny <denis.nagorny@intel.com>  
Dennis Kuhnert <mail.kuhnert@gmail.com>  
Denys Honsiorovskyi <honsiorovskyi@gmail.com>  
Derek Buitenhuis <derek.buitenhuis@gmail.com>  
Derek Che <drc@yahoo-inc.com>  
Derek McGowan <derek@mcgstyle.net>  
Derek Parker <parkerderek86@gmail.com>  
Derek Shockey <derek.shockey@gmail.com>  
Dev Ojha <dojha12@gmail.com>  
Dev Zhoujun <dev.zhoujun@gmail.com>  
Devon H. O'Dell <devon.odell@gmail.com>  
Dhaivat Pandit <dhaivatpandit@gmail.com>  
Dhananjay Nakrani <dhananjayn@google.com>  
Dhiru Kholia <dhiru.kholia@gmail.com>  
Dhruvdudd Jadhav <dhruvdudd.jadhav@gmail.com>  
Di Xiao <dixiao@google.com>  
Didier Spezia <didier.06@gmail.com>  
Dieter Plaetinck <dieter@raintank.io>  
Dimitri Sokolyuk <sokolyuk@gmail.com>  
Dimitri Tcaciuc <dtcaciuc@gmail.com>  
Diogo Pinela <diogoid7400@gmail.com>  
Dirk Gadsden <dirk@esherido.com>  
Diwaker Gupta <diwakergupta@gmail.com>  
Dmitri Popov <operator@cv.dp-net.com>  
Dmitri Shuralyov <dmitshur@golang.org> <dmitri@shuralyov.com>  
Dmitriy Cherchenko <dcherchenko@gmail.com>  
Dmitriy Dudkin <dudkin.dmitriy@gmail.com>  
Dmitriy Shelenin <deemok@googlemail.com> <deemok@gmail.com>  
Dmitriy Vyukov <dvyukov@google.com>

Dmitry Chestnykh <dchest@gmail.com>  
Dmitry Doroginin <doroginin@gmail.com>  
Dmitry Savintsev <dsavints@gmail.com>  
Dmitry Yakunin <nonamezeil@gmail.com>  
Dominic Green <dominicgreen1@gmail.com>  
Dominik Honnef <dominik.honnef@gmail.com>  
Dominik Vogt <vogt@linux.vnet.ibm.com>  
Donald Huang <don.hcd@gmail.com>  
Dong-hee Na <donghee.na92@gmail.com>  
Donovan Hide <donovanhide@gmail.com>  
Doug Anderson <douga@google.com>  
Doug Fawley <dfawley@google.com>  
Drew Hintz <adhintz@google.com>  
Duncan Holm <mail@frou.org>  
Dustin Carlino <dcarlino@google.com>  
Dustin Herbison <djherbis@gmail.com>  
Dustin Long <dustmop@gmail.com>  
Dustin Sallings <dsallings@gmail.com>  
Dustin Shields-Cloues <dcloues@gmail.com>  
Dvir Volk <dvir@everything.me> <dvirsky@gmail.com>  
Dylan Waits <dylan@waits.io>  
Edan Bedrik <3d4nb3@gmail.com>  
Eden Li <eden.li@gmail.com>  
Eduardo Ramalho <eduardo.ramalho@gmail.com>  
Edward Muller <edwardam@interlix.com>  
Egon Elbre <egonelbre@gmail.com>  
Ehren Kret <ehren.kret@gmail.com>  
Eitan Adler <lists@eitanadler.com>  
Eivind Uggedal <eivind@uggedal.com>  
Elbert Fliek <efliek@gmail.com>  
Eldar Rakhimberdin <ibeono@gmail.com>  
Elena Grahovac <elena@grahovac.me>  
Elias Naur <elias.naur@gmail.com>  
Elliot Morrison-Reed <elliottmr@gmail.com>  
Emerson Lin <linyintor@gmail.com>  
Emil Hessman <emil@hessman.se>  
Emil Mursalimov <mursalimovemeel@gmail.com>  
Emilien Kenler <hello@emilienkenler.com>  
Emmanuel Odeke <emm.odeke@gmail.com> <odeke@ualberta.ca>  
Eno Compton <enocom@google.com>  
Eoghan Sherry <ejsherry@gmail.com>  
Eric Chiang <eric.chiang.m@gmail.com>  
Eric Clark <zerohp@gmail.com>  
Eric Daniels <eric@erdaniels.com>  
Eric Engestrom <eric@engestrom.ch>  
Eric Garrido <ekg@google.com>  
Eric Koleda <ekoleda+devrel@google.com>  
Eric Lagergren <ericscottlagergren@gmail.com>

Eric Milliken <emilliken@gmail.com>  
Eric Pauley <eric@pauley.me>  
Eric Rescorla <ekr@rtfm.com>  
Eric Roshan-Eisner <eric.d.eisner@gmail.com>  
Eric Rykwaldler <e.rykwaldler@gmail.com>  
Erik Aigner <aigner.erik@gmail.com>  
Erik Dubbelboer <erik@dubbelboer.com>  
Erik St. Martin <alakriti@gmail.com>  
Erik Staab <estaab@google.com>  
Erik Westrup <erik.westrup@gmail.com>  
Ernest Chiang <ernest\_chiang@htc.com>  
Erwin Oegema <blablaechthema@hotmail.com>  
Esko Luontola <esko.luontola@gmail.com>  
Ethan Burns <eaburns@google.com>  
Ethan Miller <eamiller@us.ibm.com>  
Euan Kemp <euank@euank.com>  
Eugene Kalinin <e.v.kalinin@gmail.com>  
Evan Broder <evan@stripe.com>  
Evan Brown <evanbrown@google.com>  
Evan Hicks <evan.hicks2@gmail.com>  
Evan Jones <ej@evanjones.ca>  
Evan Kroske <evankroske@google.com>  
Evan Martin <evan.martin@gmail.com>  
Evan Phoenix <evan@phx.io>  
Evan Shaw <chickencha@gmail.com>  
Evgeniy Polyakov <zbr@ioremap.net>  
Ewan Chou <coocood@gmail.com>  
Ewan Valentine <ewan.valentine89@gmail.com>  
Eyal Posener <posener@gmail.com>  
Fabian Wickborn <fabian@wickborn.net>  
Fabian Zaremba <fabian@youreemail.eu>  
Fabrizio Milo <mistobaan@gmail.com>  
Faiyaz Ahmed <ahmedf@vmware.com>  
Fan Hongjian <fan.howard@gmail.com>  
Fangming Fang <fangming.fang@arm.com>  
Fannie Zhang <fannie.zhang@arm.com>  
Fatih Arslan <fatih@arslan.io>  
Fazal Majid <majid@apsalar.com>  
Fazlul Shahriar <fshahriar@gmail.com>  
Federico Simoncelli <fsimonce@redhat.com>  
Fedor Indutny <fedor@indutny.com>  
Felipe Oliveira <felipeweb.programador@gmail.com>  
Felix Geisendrfer <haimuiba@gmail.com>  
Felix Kollmann <fk@konsorten.de>  
Filip Gruszczyski <gruszczyski@gmail.com>  
Filip Haglund <drathier@users.noreply.github.com>  
Filippo Valsorda <filippo@golang.org> <filippo@cloudflare.com> <hi@filippo.io>  
Firmansyah Adiputra <frm.adiputra@gmail.com>

Florian Uekermann <florian@uekermann-online.de> <f1@uekermann-online.de>  
Florian Weimer <fw@deneb.enyo.de>  
Florin Patan <florinpatan@gmail.com>  
Folke Behrens <folke@google.com>  
Ford Hurley <ford.hurley@gmail.com>  
Francesc Campoy <campoy@golang.org>  
Francisco Claude <fclaude@recoded.cl>  
Francisco Rojas <francisco.rojas.gallegos@gmail.com>  
Francisco Souza <franciscossouza@gmail.com>  
Frank Schroeder <frank.schroeder@gmail.com>  
Frank Somers <fsomers@arista.com>  
Frederic Guillot <frederic.guillot@gmail.com>  
Frederick Kelly Mayle III <frederickmayle@gmail.com>  
Frederik Ring <frederik.ring@gmail.com>  
Fredrik Enestad <fredrik.enestad@soundtrackyourbrand.com>  
Fredrik Forsmo <fredrik.forsmo@gmail.com>  
Fredrik Wallgren <fredrik.wallgren@gmail.com>  
Frithjof Schulze <schulze@math.uni-hannover.de> <sfrithjof@gmail.com>  
Frits van Bommel <fvbommel@gmail.com>  
Fumitoshi Ukai <ukai@google.com>  
Gaal Yahas <gaal@google.com>  
Gabrel Arthr Ptursson <gabriel@system.is>  
Gabriel Aszalos <gabriel.aszalos@gmail.com>  
Gabriel Nicolas Avellaneda <avellaneda.gabriel@gmail.com>  
Gabriel Russell <gabriel.russell@gmail.com>  
Gareth Paul Jones <gpj@foursquare.com>  
Garret Kelly <gdk@google.com>  
Garrick Evans <garrick@google.com>  
Gary Burd <gary@beagledreams.com> <gary.burd@gmail.com>  
Gary Elliott <garyelliott@google.com>  
Gaurish Sharma <contact@aurishsharma.com>  
Gautham Thambidorai <gautham.dorai@gmail.com>  
Gauthier Jolly <gauthier.jolly@gmail.com>  
Geert-Johan Riemer <gjr19912@gmail.com>  
Gengliang Wang <ltwnwgl@gmail.com>  
Geoff Berry <gberry.qdt@qualcommdatacenter.com>  
Geoffroy Lorieux <lorieux.g@gmail.com>  
Geon Kim <geon0250@gmail.com>  
Georg Reinke <guelfey@gmail.com>  
George Gkirtsou <ggirtsou@gmail.com>  
George Shammas <george@shamm.as> <georgyo@gmail.com>  
Gerasimos Dimitriadis <gedimitr@gmail.com>  
Getulio Snchez <valentin2507@gmail.com>  
Gideon Jan-Wessel Redelinghuys <gjredelinghuys@gmail.com>  
Giles Lean <giles.lean@pobox.com>  
Giovanni Bajo <rasky@develer.com>  
GitHub User @ajnrp (1688456) <ajnrp@users.noreply.github.com>  
GitHub User @as (8127015) <as.utf8@gmail.com>

GitHub User @bgadrian (830001) <aditza8@gmail.com>  
GitHub User @bontequero (2674999) <bontequero@gmail.com>  
GitHub User @cch123 (384546) <buaa.cch@gmail.com>  
GitHub User @chanxuehong (3416908) <chanxuehong@gmail.com>  
GitHub User @erifan (31343225) <eric.fang@arm.com>  
GitHub User @Kropekk (13366453) <kamilkropiewnicki@gmail.com>  
GitHub User @madiganz (18340029) <zacharywmadigan@gmail.com>  
GitHub User @pityonline (438222) <pityonline@gmail.com>  
GitHub User @pytimer (17105586) <lixin20101023@gmail.com>  
GitHub User @shogo-ma (9860598) <Choroma194@gmail.com>  
Giulio Iotti <dullgiulio@gmail.com>  
Gleb Stepanov <glebstepanov1992@gmail.com>  
Glenn Brown <glennb@google.com>  
Glenn Lewis <gmlewis@google.com>  
Gordon Klaus <gordon.klaus@gmail.com>  
Graham King <graham4king@gmail.com>  
Graham Miller <graham.miller@gmail.com>  
Grant Griffiths <ggp493@gmail.com>  
Greg Poirier <greg.istehbest@gmail.com>  
Greg Ward <greg@gerg.ca>  
Grgoire Delattre <gregoire.delattre@gmail.com>  
Gregory Man <man.gregory@gmail.com>  
Guilherme Garnier <guilherme.garnier@gmail.com>  
Guilherme Goncalves <guilhermeaugustosg@gmail.com>  
Guilherme Rezende <guilhermebr@gmail.com>  
Guillaume J. Charmes <guillaume@charmes.net>  
Guobiao Mei <meiguobiao@gmail.com>  
Gustav Paul <gustav.paul@gmail.com>  
Gustav Westling <gustav@westling.xyz>  
Gustavo Franco <gustavorfranco@gmail.com>  
Gustavo Niemeyer <gustavo@niemeyer.net> <n13m3y3r@gmail.com>  
Gwenael Treguier <gwenn.kahz@gmail.com>  
Gyu-Ho Lee <gyuhox@gmail.com>  
H. brahim Gngr <igungor@gmail.com>  
Hajime Hoshi <hajimehoshi@gmail.com>  
Hallgrimur Gunnarsson <halg@google.com>  
HAMANO Tsukasa <hamano@osstech.co.jp>  
Han-Wen Nienhuys <hanwen@google.com>  
Hang Qian <hangqian90@gmail.com>  
Hanjun Kim <hallazzang@gmail.com>  
Harald Nordgren <haraldnordgren@gmail.com>  
Hari haran <hariharan.uno@gmail.com>  
Hariharan Srinath <srinathh@gmail.com>  
Harley Laue <losinggeneration@gmail.com>  
Harry Moreno <morenoh149@gmail.com>  
Harshavardhana <hrshvardhana@gmail.com>  
Hauke Lffler <hloeffler@users.noreply.github.com>  
Hvard Haugen <havard.haugen@gmail.com>



He Liu <liulonnie@gmail.com>  
Hector Chu <hectorchu@gmail.com>  
Hector Martin Cantero <hector@marcansoft.com>  
Henning Schmiedehausen <henning@schmiedehausen.org>  
Henrik Edwards <henrik.edwards@gmail.com>  
Henrik Hodne <henrik@hodne.io>  
Henry Adi Sumarto <henry.adisumarto@gmail.com>  
Henry Bubert <google@mindeco.de>  
Henry Chang <mr.changyuheng@gmail.com>  
Henry Clifford <h.a.clifford@gmail.com>  
Herbert Georg Fischer <herbert.fischer@gmail.com>  
Herbie Ong <herbie@google.com>  
Heschi Kreinick <heschi@google.com>  
Hilko Bengen <bengen@hilluzination.de>  
Hiroaki Nakamura <hnakamur@gmail.com>  
Hironao OTSUBO <motemen@gmail.com>  
Hiroshi Ioka <hirochachacha@gmail.com>  
Hitoshi Mitake <mitake.hitoshi@gmail.com>  
Holden Huang <ttyh061@gmail.com>  
Hong Ruiqi <hongruiqi@gmail.com>  
Hongfei Tan <feilengcui008@gmail.com>  
Hossein Sheikh Attar <hattar@google.com>  
Hsin Tsao <tsao@google.com>  
Hsin-Ho Yeh <yhh92u@gmail.com>  
Hu Keping <hukeping@huawei.com>  
Hugues Bruant <hugues.bruant@gmail.com>  
Hyang-Ah Hana Kim <hakim@google.com> <hyangah@gmail.com>  
Ian Cottrell <iancottrell@google.com>  
Ian Gudger <ian@loosescre.ws>  
Ian Kent <iankent85@gmail.com>  
Ian Lance Taylor <iant@golang.org>  
Ibrahim AshShohail <ibra.sho@gmail.com>  
Icarus Sparry <golang@icarus.freeuk.com>  
Iccha Sethi <icchasethi@gmail.com>  
Idora Shinatose <idora.shinatose@gmail.com>  
Igor Bernstein <igorbernstein@google.com>  
Igor Dolzhikov <bluesriverz@gmail.com>  
Igor Vashyst <ivashyst@gmail.com>  
Ilya Tocar <ilya.tocar@intel.com>  
INADA Naoki <songofacandy@gmail.com>  
Inanc Gumus <m@inanc.io>  
Ingo Gottwald <in.gottwald@gmail.com>  
Ingo Krabbe <ikrabbe.ask@gmail.com>  
Ingo Oeser <nightlyone@googlemail.com> <nightlyone@gmail.com>  
Ioannis Georgoulas <geototti21@hotmail.com>  
Irfan Sharif <irfanmahmoudsharif@gmail.com>  
Irieda Noboru <irieda@gmail.com>  
Isaac Ardis <isaac.ardis@gmail.com>

Isaac Wagner <ibw@isaacwagner.me>  
Iskander Sharipov <iskander.sharipov@intel.com> <quasilyte@gmail.com>  
Issac Trotts <issactrotts@google.com>  
Ivan Babrou <ivan@cloudflare.com>  
Ivan Bertona <ivan.bertona@gmail.com>  
Ivan Krasin <krasin@golang.org>  
Ivan Markin <sw@nogoegst.net>  
Ivan Moscoso <moscoso@gmail.com>  
Ivan Ukhov <ivan.ukhov@gmail.com>  
Jaana Burcu Dogan <jbd@google.com> <jbd@golang.org> <burcujdogan@gmail.com>  
Jack Britton <jackxbritton@gmail.com>  
Jack Lindamood <jlindamo@justin.tv>  
Jacob Baskin <jbaskin@google.com>  
Jacob H. Haven <jacob@cloudflare.com>  
Jacob Hoffman-Andrews <github@hoffman-andrews.com>  
Jae Kwon <jae@tendermint.com>  
Jakob Borg <jakob@nym.se>  
Jakob Weisblat <jakobw@mit.edu>  
Jakub ajka <jcajka@redhat.com>  
Jakub Ryszard Czarnowicz <j.czarnowicz@gmail.com>  
James Aguilar <jaguilar@google.com>  
James Bardin <j.bardin@gmail.com>  
James Chacon <jchacon@google.com>  
James Clarke <jrtc27@jrtc27.com>  
James Cowgill <James.Cowgill@imgtec.com>  
James David Chalfant <james.chalfant@gmail.com>  
James Fysh <james.fysh@gmail.com>  
James Gray <james@james4k.com>  
James Hartig <fastest963@gmail.com>  
James Lawrence <jlratone@gmail.com>  
James Meneghello <rawrz0r@gmail.com>  
James Myers <jfmyers9@gmail.com>  
James Neve <jamesoneve@gmail.com>  
James P. Cooper <jamespcooper@gmail.com>  
James Robinson <jamesr@google.com> <jamesr.gatech@gmail.com>  
James Schofield <james@shooboxapp.com>  
James Smith <jrs1995@icloud.com>  
James Sweet <james.sweet88@googlemail.com>  
James Toy <nil@opensesame.st>  
James Treanor <jtreanor3@gmail.com>  
James Tucker <raggi@google.com>  
James Whitehead <jnwhiteh@gmail.com>  
Jamie Beverly <jamie.r.beverly@gmail.com>  
Jamie Gennis <jgennis@google.com> <jgennis@gmail.com>  
Jamie Kerr <jkerr113@googlemail.com>  
Jamie Liu <jamiliu@google.com>  
Jamie Stackhouse <contin673@gmail.com>  
Jamie Turner <jamwt@dropbox.com>

Jamie Wilkinson <jaq@spacepants.org>  
Jamil Djadala <djadala@gmail.com>  
Jan Berktold <jan@berktold.co>  
Jan H. Hosang <jan.hosang@gmail.com>  
Jan Kratochvil <jan.kratochvil@redhat.com>  
Jan Lehnardt <jan@apache.org>  
Jan Mercl <0xjnml@gmail.com> <befelemepeseveze@gmail.com>  
Jan Newmarch <jan.newmarch@gmail.com>  
Jan Pilzer <jan.pilzer@gmx.de>  
Jan Ziak <0xe2.0x9a.0x9b@gmail.com>  
Jani Monoses <jani.monoses@ubuntu.com> <jani.monoses@gmail.com>  
Jared Culp <jculp14@gmail.com>  
Jaroslavas Poepko <jp@webmaster.ms>  
Jason A. Donenfeld <Jason@zx2c4.com>  
Jason Barnett <jason.w.barnett@gmail.com>  
Jason Buberel <jbuberel@google.com>  
Jason Chu <jasonchujc@gmail.com>  
Jason Del Ponte <delpontej@gmail.com>  
Jason Hall <jasonhall@google.com>  
Jason Smale <jsmale@zendesk.com>  
Jason Travis <infomaniac7@gmail.com>  
Jason Wangsadinata <jwangsadinata@gmail.com>  
Javier Kohen <jkohen@google.com>  
Javier Segura <javism@gmail.com>  
Jay Conrod <jayconrod@google.com>  
Jay Weisskopf <jay@jayschwa.net>  
Jean de Klerk <deklerk@google.com>  
Jean-Andr Santoni <jean.andre.santoni@gmail.com>  
Jean-Francois Cantin <jfcantin@gmail.com>  
Jean-Marc Eurin <jmeurin@google.com>  
Jean-Nicolas Moal <jn.moal@gmail.com>  
Jed Denlea <jed@fastly.com>  
Jeet Parekh <jeetparekh96@gmail.com>  
Jeevanandam M <jeeva@myjeeva.com>  
Jeff (Zhefu) Jiang <jeffjiang@google.com>  
Jeff Craig <jeffcraig@google.com>  
Jeff Dupont <jeff.dupont@gmail.com>  
Jeff Hodges <jeff@somethingsimilar.com>  
Jeff Johnson <jrjohnson@google.com>  
Jeff R. Allen <jra@nella.org> <jeff.allen@gmail.com>  
Jeff Sickel <jas@corpus-callosum.com>  
Jeff Wendling <jeff@spacemonkey.com>  
Jeffrey H <jeffreyh192@gmail.com>  
Jelte Fennema <github-tech@jeltef.nl>  
Jens Frederich <jfrederich@gmail.com>  
Jeremiah Harmsen <jeremiah@google.com>  
Jeremy Jackins <jeremyjackins@gmail.com>  
Jeremy Schlatter <jeremy.schlatter@gmail.com>

Jeroen Bobbeldijk <jerbob92@gmail.com>  
Jerrin Shaji George <jerrinsg@gmail.com>  
Jess Frazelle <me@jessfraz.com>  
Jesse Szwedko <jesse.szwedko@gmail.com>  
Jess Espino <jespinog@gmail.com>  
Jianing Yu <jnyu@google.com>  
Jianqiao Li <jianqiaoli@google.com>  
Jihyun Yu <yjh0502@gmail.com>  
Jim Cote <jfcote87@gmail.com>  
Jim Kingdon <jim@bolt.me>  
Jim McGrath <jimmc2@gmail.com>  
Jim Minter <jminter@redhat.com>  
Jimmy Franche <soapboxcicero@gmail.com>  
Jimmy Zelinskie <jimmyzelinskie@gmail.com>  
Jin-wook Jeong <jeweljar@hanmail.net>  
Jingcheng Zhang <diogin@gmail.com>  
Jingguo Yao <yaojingguo@gmail.com>  
Jiong Du <londdevil@gmail.com>  
Jirka Dank <dnk@mail.muni.cz>  
Jiulong Wang <jiulongw@gmail.com>  
Joakim Serbrant <serbaut@gmail.com>  
Joe Cortopassi <joe@joecortopassi.com>  
Joe Farrell <joe2farrell@gmail.com>  
Joe Harrison <joehazzers@gmail.com>  
Joe Henke <joed.henke@gmail.com>  
Joe Kyo <xunianzu@gmail.com>  
Joe Poirier <jdpoirier@gmail.com>  
Joe Richey <joerichey@google.com>  
Joe Shaw <joe@joeshaw.org>  
Joe Sylve <joe.sylve@gmail.com>  
Joe Tsai <joetsai@digital-static.net>  
Joel Sing <joel@sing.id.au> <jsing@google.com>  
Jol Stemmer <jstemmer@google.com>  
Joel Stemmer <stemmertech@gmail.com>  
Joey Geiger <jgeiger@users.noreply.github.com>  
Johan Brandhorst <johan.brandhorst@gmail.com>  
Johan Euphrosine <propy@google.com>  
Johan Sageryd <j@1616.se>  
John Asmuth <jasmuth@gmail.com>  
John Beisley <huin@google.com>  
John C Barstow <jbowtie@amathaine.com>  
John DeNero <denero@google.com>  
John Dethridge <jcd@golang.org>  
John Gibb <johngibb@gmail.com>  
John Graham-Cumming <jgc@jgc.org> <jgrahamc@gmail.com>  
John Howard Palevich <jack.palevich@gmail.com>  
John Jeffery <jjeffery@sp.com.au>  
John Jenkins <twodopeshaggy@gmail.com>

John Leidegren <john.leidegren@gmail.com>  
John Newlin <jnewlin@google.com>  
John Potocny <johnp@vividcortex.com>  
John R. Lenton <jlenton@gmail.com>  
John Schnake <schnake.john@gmail.com>  
John Shahid <jvshahid@gmail.com>  
John Tuley <john@tuley.org>  
Johnny Luo <johnnyluo1980@gmail.com>  
Jon Chen <jchen@justin.tv>  
Jonas Bernoulli <jonas@bernoul.li>  
Jonathan Allie <jonallie@google.com>  
Jonathan Amsterdam <jba@google.com>  
Jonathan Boule <jonathanboule@gmail.com>  
Jonathan Chen <dijonkitchen@users.noreply.github.com>  
Jonathan Feinberg <feinberg@google.com>  
Jonathan Gold <jgold.bg@gmail.com>  
Jonathan Hseu <jhseu@google.com>  
Jonathan Mark <jhmark@xenops.com> <jhmark000@gmail.com>  
Jonathan Nieder <jrn@google.com>  
Jonathan Pentecost <pentecostjonathan@gmail.com>  
Jonathan Pittman <jmpittman@google.com> <jonathan.mark.pittman@gmail.com>  
Jonathan Rudenberg <jonathan@titanous.com>  
Jonathan Stacks <jonstacks13@gmail.com>  
Jonathan Wills <runningwild@gmail.com>  
Jongmin Kim <atomaths@gmail.com>  
Joonas Kuorilehto <joneskoo@derbian.fi>  
Joop Kiefte <ikojba@gmail.com> <joop@kiefte.net>  
Jordan Krage <jmank88@gmail.com>  
Jordan Lewis <jordanthelewis@gmail.com>  
Jos Visser <josv@google.com>  
Jose Luis Vazquez Gonzalez <josvazg@gmail.com>  
Joseph Bonneau <jcb@google.com>  
Joseph Holsten <joseph@josephholsten.com>  
Josh Bleecher Snyder <josharian@gmail.com>  
Josh Chorlton <jchorlton@gmail.com>  
Josh Deprez <josh.deprez@gmail.com>  
Josh Goebel <dreamer3@gmail.com>  
Josh Hoak <jhoak@google.com>  
Josh Holland <jrh@joshh.co.uk>  
Josh Roppo <joshroppo@gmail.com>  
Josh Varga <josh.varga@gmail.com>  
Joshua Boelter <joshua.boelter@intel.com>  
Joshua Chase <jcjosuachase@gmail.com>  
Joshua Rubin <joshua@rubixconsulting.com>  
Josselin Costanzi <josselin@costanzi.fr>  
Jostein Stuhaug <js@solidsystem.no>  
JP Sugarbroad <jpsugar@google.com>  
JT Olds <jtolds@xnet5.com>

Juan Carlos <juanjcsr@gmail.com>  
Jude Pereira <judebpereira@gmail.com>  
Jukka-Pekka Kekkonen <karatepekka@gmail.com>  
Julia Hansbrough <flowerhack@google.com>  
Julian Kornberger <jk+github@digineo.de>  
Julian Pastarmov <pastarmovj@google.com>  
Julian Phillips <julian@quantumfyre.co.uk>  
Julien Salleyron <julien.salleyron@gmail.com>  
Julien Schmidt <google@julien-schmidt.com>  
Julio Montes <julio.montes@intel.com>  
Junda Liu <junda@celer.network>  
Jungho Ahn <jhahn@google.com>  
Junya Hayashi <ledmonster@gmail.com>  
Jure Ham <jure.ham@zemanta.com>  
Justin Gracenin <jgracenin@gmail.com>  
Justin Nu <nuss.justin@gmail.com>  
Justyn Temme <justyntemme@gmail.com>  
Kai Backman <kaib@golang.org>  
Kai Trukenmller <ktye78@gmail.com>  
Kale Blankenship <kale@lemnisis.com>  
Kaleb Elwert <kelwert@atlassian.com>  
Kamal Aboul-Hosn <aboulhosn@google.com>  
Kamil Chmielewski <kamil.chm@gmail.com>  
Kamil Kisiel <kamil@kamilkisiel.net> <kamil.kisiel@gmail.com>  
Kamil Rytarowski <krytarowski@users.noreply.github.com>  
Kang Hu <hukangustc@gmail.com>  
Karan Dhiman <karandhi@ca.ibm.com>  
Karel Pazdera <pazderak@gmail.com>  
Karoly Negyesi <chx1975@gmail.com>  
Karsten Khler <karsten.koehler95@gmail.com>  
Kashav Madan <kshvmdn@gmail.com>  
Kate Manson <kate.manson@izettle.com>  
Kato Kazuyoshi <kato.kazuyoshi@gmail.com>  
Katrina Owen <katrina.owen@gmail.com>  
Kaviraj Kanagaraj <kavirajkanagaraj@gmail.com>  
Kay Zhu <kayzhu@google.com>  
KB Sriram <kbsriram@google.com>  
Keegan Carruthers-Smith <keegan.csmith@gmail.com>  
Kei Son <hey.calmdown@gmail.com>  
Keiji Yoshida <keijiyoshida.mail@gmail.com>  
Keith Ball <inflatablewoman@gmail.com>  
Keith Randall <khr@golang.org>  
Keith Rarick <kr@xph.us>  
Kelsey Hightower <kelsey.hightower@gmail.com>  
Kelvin Foo Chuan Lyi <vmirage@gmail.com>  
Ken Friedenbach <kenliz@cruzio.com>  
Ken Rockot <ken@oz.gs> <ken.rockot@gmail.com>  
Ken Sedgwick <ken@bonsai.com>

Ken Thompson <ken@golang.org>  
Kenji Kaneda <kenji.kaneda@gmail.com>  
Kenji Yano <kenji.yano@gmail.com>  
Kenneth Shaw <kenshaw@gmail.com>  
Kenny Grant <kennygrant@gmail.com>  
Kevin Ballard <kevin@sb.org>  
Kevin Burke <kev@inburke.com>  
Kevin Kirsche <kev.kirsche@gmail.com>  
Kevin Klues <klueska@gmail.com> <klueska@google.com>  
Kevin Malachowski <chowski@google.com>  
Kevin Ruffin <kruffin@gmail.com>  
Kevin Vu <kevin.m.vu@gmail.com>  
Kieran Colford <kieran@kcolford.com>  
Kim Shrier <kshrier@racktopsystems.com>  
Kim Yongbin <kybinz@gmail.com>  
Kir Kolyshkin <kolyshkin@gmail.com>  
Kirill Smelkov <kirr@nexedi.com>  
Kirk Han <kirk91.han@gmail.com>  
Kirklin McDonald <kirklin.mcdonald@gmail.com>  
Klaus Post <klauspost@gmail.com>  
Kodie Goodwin <kodiegoodwin@gmail.com>  
Koichi Shiraishi <zchee.io@gmail.com>  
Koki Ide <niconegoto@yahoo.co.jp>  
Konstantin <konstantin8105@gmail.com>  
Konstantin Shaposhnikov <k.shaposhnikov@gmail.com>  
Kris Kwiatkowski <kris@cloudflare.com>  
Kris Nova <kris@nivenly.com>  
Kris Rousey <krousey@google.com>  
Kristopher Watts <traetox@gmail.com>  
Kun Li <likunarmstrong@gmail.com>  
Kunpei Sakai <namusyaka@gmail.com>  
Kuntal Majumder <hellozee@disroot.org>  
Kyle Consalus <consalus@gmail.com>  
Kyle Isom <kyle@gokyle.net>  
Kyle Jones <kyle@kyledj.com>  
Kyle Lemons <kyle@kylelemons.net> <kevlar@google.com>  
Kyle Shannon <kyle@pobox.com>  
Kyle Spiers <eiais@google.com>  
Kyohei Kadota <lufia@lufia.org>  
Kirylo Silin <silin@kirylo.org>  
L Campbell <unpantsu@gmail.com>  
Lai Jiangshan <eag0628@gmail.com>  
Lakshay Garg <lakshay.garg.1996@gmail.com>  
Lann Martin <lanm@google.com>  
Lanre Adelowo <yo@lanre.wtf>  
Larry Hosken <lahosken@golang.org>  
Lars Jeppesen <jeppesen.lars@gmail.com>  
Lars Lehtonen <lars.lehtonen@gmail.com>

Lars Wiegman <lars@namsral.com>  
Larz Conwell <larzconwell@gmail.com>  
Laurent Voisin <lpvoisin@gmail.com>  
Laurie Clark-Michalek <laurie@qubit.com>  
LE Manh Cuong <cuong.manhle.vn@gmail.com>  
Lee Hinman <hinman@gmail.com>  
Lee Packham <lpackham@gmail.com>  
Lehner Florian <dev@der-flo.net>  
Leigh McCulloch <leighmcc@gmail.com>  
Leo Antunes <leo@costela.net>  
Leo Rudberg <ljr@google.com>  
Leon Klingele <git@leonklingele.de>  
Leonel Quinteros <leonel.quinteros@gmail.com>  
Lev Shamardin <shamardin@gmail.com>  
Lewin Bormann <lewin.bormann@gmail.com>  
Lion Yang <lion@aosc.xyz>  
Lloyd Dewolf <foolswisdom@gmail.com>  
Lorenz Bauer <lmb@cloudflare.com>  
Lorenzo Masini <rugginoso@develer.com>  
Lorenzo Stoakes <lstoakes@gmail.com>  
Louis Kruger <louisk@google.com>  
Luan Santos <cfcluan@gmail.com>  
Lubomir I. Ivanov <neolit123@gmail.com>  
Luca Bruno <luca.bruno@coreos.com>  
Luca Greco <luca.greco@alcacoop.it>  
Lucas Bremgartner <lucas.bremgartner@gmail.com>  
Lucas Clemente <lclemente@google.com>  
Lucien Stuker <lucien.stuker@gmail.com>  
Lucio De Re <lucio.dere@gmail.com>  
Ludi Rehak <ludi317@gmail.com>  
Luigi Riefolo <luigi.riefolo@gmail.com>  
Luit van Drongelen <luitvd@gmail.com>  
Luka Zakrajek <tr00.g33k@gmail.com>  
Lukasz Milewski <lmmilewski@gmail.com>  
Luke Curley <qpingu@gmail.com>  
Luke Granger-Brown <git@lukegb.com>  
Luna Duclos <luna.duclos@palmstonegames.com>  
Luuk van Dijk <lvd@golang.org> <lvd@google.com>  
Lyle Franklin <lylejfranklin@gmail.com>  
Lynn Boger <laboger@linux.vnet.ibm.com>  
Ma Peiqi <mapeiqi2017@gmail.com>  
Maciej Dbski <maciejd@google.com>  
Magnus Hiie <magnus.hiie@gmail.com>  
Maicon Costa <maiconscosta@gmail.com>  
Maksym Trykur <maksym.trykur@gmail.com>  
Mal Curtis <mal@mal.co.nz>  
Manfred Touron <m@42.am>  
Manigandan Dharmalingam <manigandan.jeff@gmail.com>



Manish Goregaokar <manishsmail@gmail.com>  
Manoj Dayaram <platform-dev@moovweb.com> <manoj.dayaram@moovweb.com>  
Mansour Rahimi <rahimi.mnr@gmail.com>  
Manu Garg <manugarg@google.com>  
Manu S Ajith <neo@codingarena.in>  
Manuel Mendez <mmendez534@gmail.com>  
Marc Weistroff <marc@weistroff.net>  
Marc-Antoine Ruel <maruel@chromium.org>  
Marcel Edmund Franke <marcel.edmund.franke@gmail.com>  
Marcel van Lohuizen <mpvl@golang.org>  
Marcelo Cantos <marcelo.cantos@gmail.com>  
Marcelo E. Magallon <marcelo.magallon@gmail.com>  
Marco Hennings <marco.hennings@freiheit.com>  
Marga Manterola <marga@google.com>  
Marin Bai <marin.basic02@gmail.com>  
Mario Arranz <marioarranzr@gmail.com>  
Marius Nuennerich <mnu@google.com>  
Mark Adams <mark@markadams.me>  
Mark Bucciarelli <mkbucc@gmail.com>  
Mark Harrison <marhar@google.com>  
Mark Percival <m@mdp.im>  
Mark Pulford <mark@kyne.com.au>  
Mark Rushakoff <mark.rushakoff@gmail.com>  
Mark Ryan <mark.d.ryan@intel.com>  
Mark Severson <miquella@gmail.com>  
Mark Theunissen <mark.theunissen@gmail.com>  
Mark Wolfe <mark@wolfe.id.au>  
Mark Zavislak <zavislak@google.com>  
Marko Juhani Silokunnas <marko.silokunnas@gmail.com>  
Marko Mikulicic <mkm@google.com>  
Marko Mudrinic <mudrinic.mare@gmail.com>  
Marko Tiikkaja <marko@joh.to>  
Markus Duft <markus.duft@salomon.at>  
Markus Sonderegger <marraison@gmail.com>  
Markus Zimmermann <zimmski@gmail.com>  
Martin Bertschler <mbertschler@gmail.com>  
Martin Garton <garton@gmail.com>  
Martin Habbecke <marhab@google.com>  
Martin Hamrle <martin.hamrle@gmail.com>  
Martin Hoefling <martin.hoefling@gmx.de>  
Martin Kreichgauer <martinkr@google.com>  
Martin Kunc <martinkunc@users.noreply.github.com>  
Martin Lindhe <martin.j.lindhe@gmail.com>  
Martin Mohrmann <moehrmann@google.com> <martisch@uos.de>  
Martin Neubauer <m.ne@gmx.net>  
Martin Olsen <github.com@martinolsen.net>  
Martin Olsson <martin@minimum.se>  
Martin Probst <martin@probst.io>

Martin Sucha <anty.sk+git@gmail.com>  
Martins Sipenko <martins.sipenko@gmail.com>  
Martynas Budrinas <mabu@google.com>  
Marvin Stenger <marvin.stenger94@gmail.com>  
Marwan Sulaiman <marwan.sulaiman@work.co>  
Maryan Hratson <gmarik@gmail.com>  
Masahiro Furudate <masahiro.furudate@gmail.com>  
Masahiro Wakame <vvakame@gmail.com>  
Masaki Yoshida <yoshida.masaki@gmail.com>  
Mat Byczkowski <mbyczkowski@gmail.com>  
Mat Ryer <thatmatryer@gmail.com>  
Mt Gulys <mgulyas86@gmail.com>  
Matej Bao <matejbaco@gmail.com>  
Mateus Amin <mateus.amin@gmail.com>  
Mateusz Czapliski <czapkofan@gmail.com>  
Mathias Beke <git@denbeke.be>  
Mathias Hall-Andersen <mathias@hall-andersen.dk>  
Mathias Leppich <mleppich@muhqu.de>  
Mathieu Lonjaret <mathieu.lonjaret@gmail.com>  
Mats Lidell <mats.lidell@cag.se> <mats.lidell@gmail.com>  
Matt Aimonetti <mattaimonetti@gmail.com>  
Matt Blair <me@matthewblair.net>  
Matt Bostock <matt@mattbostock.com>  
Matt Brown <mbrown@google.com>  
Matt Dee <mdee@hioscar.com>  
Matt Drollette <matt@drollette.com>  
Matt Harden <matt.harden@gmail.com>  
Matt Jibson <matt.jibson@gmail.com>  
Matt Joiner <anacrolix@gmail.com>  
Matt Jones <mrjones@google.com>  
Matt Juran <thepciet@gmail.com>  
Matt Layher <mdllyher@gmail.com>  
Matt Reiferson <mreiferson@gmail.com>  
Matt Robenolt <matt@ydekproductions.com>  
Matt Strong <mstrong1341@gmail.com>  
Matt T. Proud <matt.proud@gmail.com>  
Matt Williams <gh@mattyw.net> <mattyjwilliams@gmail.com>  
Matthew Brennan <matty.brennan@gmail.com>  
Matthew Broberg <matthewbbroberg@gmail.com>  
Matthew Cottingham <mattcottingham@gmail.com>  
Matthew Dempsky <mdempsky@google.com>  
Matthew Denton <mdenton@skyportsystems.com>  
Matthew Holt <Matthew.Holt+git@gmail.com>  
Matthew Horsnell <matthew.horsnell@gmail.com>  
Matthieu Hauglustaine <matt.hauglustaine@gmail.com>  
Matthieu Olivier <olivier.matthieu@gmail.com>  
Matthijs Kooijman <matthijs@stdin.nl>  
Max Riveiro <kavu13@gmail.com>

Max Schmitt <max@schmitt.mx>  
Maxim Khitrov <max@mxcrypt.com>  
Maxim Pimenov <mpimenov@google.com>  
Maxim Ushakov <ushakov@google.com>  
Maxime de Roucy <maxime.deroucy@gmail.com>  
Mximo Cuadros Ortiz <mcuadros@gmail.com>  
Maxwell Krohn <themax@gmail.com>  
Mayank Kumar <krmayankk@gmail.com>  
Meir Fischer <meirfischer@gmail.com>  
Meng Zhuo <mengzhuo1203@gmail.com>  
Mhd Sulhan <m.shulhan@gmail.com>  
Micah Stetson <micah.stetson@gmail.com>  
Michael Brandenburg <mbrandenburg@bolste.com>  
Michael Chaten <mchaten@gmail.com>  
Michael Darakananda <pongad@google.com>  
Michael Dorner <mail@michaeldorf.de>  
Michael Edwards <medwards@walledcity.ca>  
Michael Elkins <michael.elkins@gmail.com>  
Michael Fraenkel <michael.fraenkel@gmail.com>  
Michael Fromberger <michael.j.fromberger@gmail.com>  
Michael Gehring <mg@ebfe.org> <gnirheg.leahcim@gmail.com>  
Michael Hendricks <michael@ndrix.org>  
Michael Hoisie <hoisie@gmail.com>  
Michael Hudson-Doyle <michael.hudson@linaro.org>  
Michael Kasch <michael.kasch@gmail.com>  
Michael Kufl <golang@c.michael-kaeufl.de>  
Michael Kelly <mjk@google.com>  
Michael Lewis <mikelikespie@gmail.com>  
Michael MacInnis <Michael.P.MacInnis@gmail.com>  
Michael Marineau <michael.marineau@coreos.com>  
Michael Matloob <matloob@google.com>  
Michael McConville <momconville@gmail.com>  
Michael McGreevy <mcgreevy@golang.org>  
Michael McLoughlin <mmcloughlin@gmail.com>  
Michael Munday <mike.munday@ibm.com>  
Michael Pearson <mipearson@gmail.com>  
Michael Piatek <piatek@google.com>  
Michael Pratt <mpratt@google.com>  
Michael Schaller <michael@5challer.de>  
Michael Schurter <michael.schurter@gmail.com>  
Michael Shields <mshields@google.com>  
Michael Stapelberg <michael@stapelberg.de> <mstplbrg@googlemail.com>  
Michael Steinert <mike.steinert@gmail.com>  
Michael T. Jones <mtj@google.com> <michael.jones@gmail.com>  
Michael Teichgrber <mteichgraber@gmx.de> <mt4swm@googlemail.com>  
Michael Vetter <g.bluehut@gmail.com>  
Michal Bohuslvek <mbohuslvek@gmail.com>  
Michal Cierniak <cierniak@google.com>

Micha Derkacz <ziutek@inet.pl>  
Michal Franc <lam.michal.franc@gmail.com>  
Michal Pristas <michal.pristas@gmail.com>  
Michalis Kargakis <michaliskargakis@gmail.com>  
Michel Lespinasse <>walken@google.com>  
Miek Gieben <miek@miek.nl> <remigius.gieben@gmail.com>  
Miguel Mendez <stxmendez@gmail.com>  
Miguel Molina <hi@mvader.me>  
Mihai Borobocea <MihaiBorobocea@gmail.com>  
Mihail Minaev <minaev.mike@gmail.com>  
Mikael Tillenius <mikti42@gmail.com>  
Mike Andrews <mra@xoba.com>  
Mike Appleby <mike@app.leby.org>  
Mike Danese <mikedanese@google.com>  
Mike Houston <mike@kothar.net>  
Mike Kabischev <kabischev@gmail.com>  
Mike Rosset <mike.rosset@gmail.com>  
Mike Samuel <mikesamuel@gmail.com>  
Mike Solomon <msolo@gmail.com>  
Mike Strosaker <strosake@us.ibm.com>  
Mike Tsao <mike@sowbug.com>  
Mike Wiacek <mjwiacek@google.com>  
Mikhail Gusarov <dottedmag@dottedmag.net>  
Mikhail Panchenko <m@mihasya.com>  
Miki Tebeka <miki.tebeka@gmail.com>  
Mikio Hara <mikioh.mikioh@gmail.com>  
Mikkel Krautz <mikkel@krautz.dk> <krautz@gmail.com>  
Milan Knezevic <milan.knezevic@mips.com>  
Milutin Jovanovic <jovanovic.milutin@gmail.com>  
MinJae Kwon <mingrammer@gmail.com>  
Miquel Sabat Sol <mikisabate@gmail.com>  
Miroslav Genov <mgenov@gmail.com>  
Misty De Meo <mistydemeo@gmail.com>  
Mohit Agarwal <mohit@sdf.org>  
Mohit kumar Bajoria <mohitbajo36@gmail.com>  
Momchil Velikov <momchil.velikov@gmail.com>  
Monis Khan <mkhan@redhat.com>  
Monty Taylor <mordred@inaugust.com>  
Moriyoshi Koizumi <mozo@mozo.jp>  
Morten Siebuhr <sbhr@sbhr.dk>  
Mshe van der Sterre <moshevds@gmail.com>  
Mostyn Bramley-Moore <mostyn@antipode.se>  
Mrunal Patel <mrunalp@gmail.com>  
Muhammad Falak R Wani <falakreyaz@gmail.com>  
Muhammed Uluyol <uluyol0@gmail.com>  
Mura Li <mura\_li@castech.com.tw>  
Nan Deng <monnand@gmail.com>  
Naoki Kanatani <k12naoki@gmail.com>

Nate Wilkinson <nathanwilk7@gmail.com>  
Nathan Cantelmo <n.cantelmo@gmail.com>  
Nathan Caza <mastercactus@gmail.com>  
Nathan Humphreys <nkhumphreys@gmail.com>  
Nathan John Youngman <nj@nathany.com>  
Nathan Otterness <otterness@cs.unc.edu>  
Nathan P Finch <nate.finch@gmail.com>  
Nathan VanBenschoten <nvanbenschoten@gmail.com>  
Nathan Youngman <git@nathany.com>  
Nathan(yinian) Hu <nathanhu@google.com>  
Nathaniel Cook <nvcook42@gmail.com>  
Naveen Kumar Sangi <naveenkumarsangi@protonmail.com>  
Neelesh Chandola <neelesh.c98@gmail.com>  
Neil Lyons <nwjlyons@googlemail.com>  
Neuman Vong <neuman.vong@gmail.com>  
Neven Sajko <nsajko@gmail.com>  
Nevins Bartolomeo <nevins.bartolomeo@gmail.com>  
Niall Sheridan <nsheridan@gmail.com>  
Nic Day <nic.day@me.com>  
Nicholas Katsaros <nick@nickkatsaros.com>  
Nicholas Maniscalco <nicholas@maniscalco.com>  
Nicholas Presta <nick@nickpresta.ca> <nick1presta@gmail.com>  
Nicholas Sullivan <nicholas.sullivan@gmail.com>  
Nicholas Waples <nwaples@gmail.com>  
Nick Cooper <nmvc@google.com>  
Nick Craig-Wood <nick@craig-wood.com> <nickcw@gmail.com>  
Nick Harper <nharper@google.com>  
Nick Kubala <nkubala@google.com>  
Nick Leli <nicholasleli@gmail.com>  
Nick Miyake <nmiyake@users.noreply.github.com>  
Nick Patavalis <nick.patavalis@gmail.com>  
Nick Petroni <npetroni@cs.umd.edu>  
Nick Robinson <nrobinson13@gmail.com>  
Nick Smolin <nick27surgut@gmail.com>  
Nicolas BRULEZ <n.brulez@gmail.com>  
Nicolas Kaiser <nikai@nikai.net>  
Nicolas Owens <mischief@offblast.org>  
Nicolas S. Dade <nic.dade@gmail.com>  
Niek Sanders <niek.sanders@gmail.com>  
Niels Widger <niels.widger@gmail.com>  
Nigel Kerr <nigel.kerr@gmail.com>  
Nigel Tao <nigeltao@golang.org>  
Nik Nyby <nnyby@columbia.edu>  
Nikhil Benesch <nikhil.benesch@gmail.com>  
Niklas Schnelle <niklas.schnelle@gmail.com>  
Niko Dziemba <niko@dziemba.com>  
Nikolay Turpitko <nikolay@turpitko.com>  
Nils Larsgrd <nilsmagnus@gmail.com>

Niranjan Godbole <niranjan8192@gmail.com>  
Nishanth Shanmugham <nishanth.gerrard@gmail.com>  
Noah Campbell <noahcampbell@gmail.com>  
Noble Johnson <noblepoly@gmail.com>  
Nodir Turakulov <nodir@google.com>  
Noel Georgi <git@frezbo.com>  
Norberto Lopes <nlopes.ml@gmail.com>  
Odin Ugedal <odin@ugedal.com>  
Oleg Bulatov <dimage@yandex-team.ru>  
Oleg Vakheta <helginet@gmail.com>  
Oleku Konko <oleku.konko@gmail.com>  
Oling Cat <olingcat@gmail.com>  
Oliver Hookins <ohookins@gmail.com>  
Oliver Tonnhofer <olt@bogsoft.com>  
Olivier Antoine <olivier.antoine@gmail.com>  
Olivier Duperray <duperray.olivier@gmail.com>  
Olivier Poitrey <rs@dailymotion.com>  
Olivier Saingre <osaingre@gmail.com>  
Omar Jarjur <ojarjur@google.com>  
zgr Kesim <oec-go@kesim.org>  
Pablo Lalloni <plalloni@gmail.com>  
Pablo Rozas Larraondo <pablo.larraondo@anu.edu.au>  
Pablo Santiago Blum de Aguiar <scorphus@gmail.com>  
Padraig Kitterick <padraigkitterick@gmail.com>  
Pallat Anchaleechamaikorn <yod.pallat@gmail.com>  
Paolo Giarrusso <p.giarrusso@gmail.com>  
Paolo Martini <mrtnpaolo@gmail.com>  
Parker Moore <parkrmoore@gmail.com>  
Pascal S. de Kloe <pascal@quies.net>  
Pat Moroney <pat@pat.email>  
Patrick Crosby <patrick@stathat.com>  
Patrick Gavlin <pgavlin@gmail.com>  
Patrick Higgins <patrick.allen.higgins@gmail.com>  
Patrick Lee <pattyshack101@gmail.com>  
Patrick Mzard <patrick@mezard.eu>  
Patrick Mylund Nielsen <patrick@patrickmn.com>  
Patrick Pelletier <pp.pelletier@gmail.com>  
Patrick Riley <pfr@google.com>  
Patrick Smith <pat42smith@gmail.com>  
Paul A Querna <paul.querna@gmail.com>  
Paul Borman <borman@google.com>  
Paul Boyd <boyd.paul2@gmail.com>  
Paul Chang <paulchang@google.com>  
Paul Hammond <paul@paulhammond.org>  
Paul Hankin <paulhankin@google.com>  
Paul Jolly <paul@myitcv.org.uk>  
Paul Lalonde <paul.a.lalonde@gmail.com>  
Paul Marks <pmarks@google.com>

Paul Meyer <paul.meyer@microsoft.com>  
Paul Nasrat <pnasrat@google.com>  
Paul PISCUC <paul.piscuc@gmail.com>  
Paul Querna <pquerna@apache.org>  
Paul Rosania <paul.rosania@gmail.com>  
Paul Ruest <pruest@gmail.com>  
Paul Sbarra <Sbarra.Paul@gmail.com>  
Paul Smith <paulsmith@pobox.com> <paulsmith@gmail.com>  
Paul Tyng <paul@paultyng.net>  
Paul van Brouwershaven <paul@vanbrouwershaven.com>  
Paul Wankadia <junyer@google.com>  
Paulo Casaretto <pcasaretto@gmail.com>  
Paulo Flabiano Smorigo <pfsmorigo@linux.vnet.ibm.com>  
Pavel Paulau <pavel.paulau@gmail.com>  
Pavel Zinovkin <pavel.zinovkin@gmail.com>  
Pavlo Sumkin <ymkins@gmail.com>  
Pawel Knap <pawelknap88@gmail.com>  
Pawel Szczur <filemon@google.com>  
Percy Wegmann <ox.to.a.cart@gmail.com>  
Perry Abbott <perry.j.abbott@gmail.com>  
Petar Maymoukov <petarm@gmail.com>  
Peter Armitage <peter.armitage@gmail.com>  
Peter Bourgon <peter@bourgon.org>  
Peter Collingbourne <pcc@google.com>  
Peter Conerly <pconerly@gmail.com>  
Peter Froehlich <peter.hans.froehlich@gmail.com>  
Peter Gonda <pgonda@google.com>  
Peter Kleiweg <pkleiweg@xs4all.nl>  
Peter McKenzie <petermck@google.com>  
Peter Moody <pmoody@uber.com>  
Peter Morjan <pmorjan@gmail.com>  
Peter Mundy <go.peter.90@gmail.com>  
Peter Nguyen <peter@mictis.com>  
Pter Surnyi <speter.go1@gmail.com>  
Pter Szab <pts@google.com>  
Pter Szilgyi <peterke@gmail.com>  
Peter Teichman <pteichman@fastly.com>  
Peter Tseng <ptseng@squareup.com>  
Peter Waldschmidt <peter@waldschmidt.com>  
Peter Waller <peter.waller@gmail.com>  
Peter Weinberger <pjw@golang.org>  
Peter Williams <pwil3058@gmail.com>  
Peter Wu <pwu@cloudflare.com>  
Peter Zhang <i@ddatsh.com>  
Petrica Voicu <pvoicu@paypal.com>  
Phil Pearl <philip.j.r.pearl@gmail.com>  
Phil Pennock <pdp@golang.org>  
Philip Brgesen <philip.borgesen@gmail.com>

Philip Brown <phil@bolthole.com>  
Philip Hofer <phofer@umich.edu>  
Philip K. Warren <pkwarren@gmail.com>  
Philip Nelson <me@pnelson.ca>  
Philipp Stephani <phst@google.com>  
Pierre Durand <pierredurand@gmail.com>  
Pierre Prinetti <pierreprinetti@gmail.com>  
Pierre Roullon <pierre.roullon@gmail.com>  
Piers <google@hellopiers.pro>  
Pieter Droogendijk <pieter@binky.org.uk>  
Pietro Gagliardi <pietro10@mac.com>  
Piyush Mishra <piyush@codeitout.com>  
Pontus Leitzler <leitzler@gmail.com>  
Prasanna Swaminathan <prasanna@mediamath.com>  
Prashant Varanasi <prashant@prashantv.com>  
Pravendra Singh <hackpravj@gmail.com>  
Preetam Jinka <pj@preet.am>  
Qiuxuan Zhu <ilsh1022@gmail.com>  
Quan Tran <qeed.quan@gmail.com>  
Quan Yong Zhai <qyzhai@gmail.com>  
Quentin Perez <qperez@ocs.online.net>  
Quentin Renard <contact@asticode.com>  
Quentin Smith <quentin@golang.org>  
Quinn Slack <sqs@sourcegraph.com>  
Quoc-Viet Nguyen <afelion@gmail.com>  
Radek Sohlich <sohlich@gmail.com>  
Radu Berinde <radu@cockroachlabs.com>  
Rafal Jeczalik <rjeczalik@gmail.com>  
Rahul Chaudhry <rahulchaudhry@chromium.org>  
Raif S. Naffah <go@naffah-raif.name>  
Rajat Goel <rajat.goel2010@gmail.com>  
Rajath Agasthya <rajathagasthya@gmail.com>  
Rajender Reddy Kompally <rajenderreddykompally@gmail.com>  
Ralph Corderoy <ralph@inputplus.co.uk>  
Ramazan AYYILDIZ <rayyildiz@gmail.com>  
Ramesh Dharan <dharan@google.com>  
Raph Levien <raph@google.com>  
Raphael Geronimi <raphael.geronimi@gmail.com>  
Raul Silvera <rsilvera@google.com>  
Ravil Bikbulatov <weeellz12@gmail.com>  
RaviTeja Pothana <ravi.tezu@gmail.com>  
Ray Tung <rtung@thoughtworks.com>  
Raymond Kazlauskas <raima220@gmail.com>  
Rebecca Stambler <rstambler@golang.org>  
Reilly Watson <reillywatson@gmail.com>  
Reinaldo de Souza Jr <juniorz@gmail.com>  
Remi Gillig <remigillig@gmail.com>  
Rmy Oudompheng <oudomphe@phare.normalesup.org> <remyoudompheng@gmail.com>



Rens Rikkerink <Ikkerens@users.noreply.github.com>  
Rhys Hiltner <rhys@justin.tv>  
Ricardo Padilha <ricardospadilha@gmail.com>  
Richard Barnes <rlb@ipv.sx>  
Richard Crowley <r@rcrowley.org>  
Richard Dingwall <rdingwall@gmail.com>  
Richard Eric Gavaletz <gavaletz@gmail.com>  
Richard Gibson <richard.gibson@gmail.com>  
Richard Miller <miller.research@gmail.com>  
Richard Musiol <mail@richard-musiol.de> <neelance@gmail.com>  
Rick Arnold <rickarnoldjr@gmail.com>  
Rick Hudson <rlh@golang.org>  
Rick Sayre <whorfin@gmail.com>  
Riku Voipio <riku.voipio@linaro.org>  
Risto Jaakko Saarelm <rsaarelm@gmail.com>  
Rob Earhart <earhart@google.com>  
Rob Norman <rob.norman@infinitycloud.com>  
Rob Phoenix <rob@robphoenix.com>  
Rob Pike <r@golang.org>  
Robert Daniel Kortschak <dan.kortschak@adelaide.edu.au> <dan@kortschak.io>  
Robert Dinu <r@varp.se>  
Robert Figueiredo <robfig@gmail.com>  
Robert Griesemer <gri@golang.org>  
Robert Hencke <robert.hencke@gmail.com>  
Robert Iannucci <iannucci@google.com>  
Robert Obryk <robryk@gmail.com>  
Robert Seseek <rseseek@google.com>  
Robert Snedegar <roberts@google.com>  
Robert Stepanek <robert.stepanek@gmail.com>  
Robert-Andr Mauchin <zebob.m@gmail.com>  
Roberto Clapis <robclap8@gmail.com>  
Robin Eklind <r.eklind.87@gmail.com>  
Rodolfo Carvalho <rhcarvalho@gmail.com>  
Rodrigo Moraes de Oliveira <rodrigo.moraes@gmail.com>  
Rodrigo Rafael Monti Kochenburger <divoxx@gmail.com>  
Roger Pau Monn <royger@gmail.com>  
Roger Peppe <rogpeppe@gmail.com>  
Roland Shoemaker <rolandshoemaker@gmail.com>  
Roman Budnikov <romanyx90@yandex.ru>  
Ron Hashimoto <mail@h2so5.net>  
Ron Minnich <rminnich@gmail.com>  
Ross Chater <rdchater@gmail.com>  
Ross Light <light@google.com> <rlight2@gmail.com>  
Rowan Marshall <rowanajmarshall@gmail.com>  
Rowan Worth <sqweek@gmail.com>  
Rudi Kramer <rudi.kramer@gmail.com>  
Rui Ueyama <ruiui@google.com>  
Russ Cox <rsc@golang.org>

Russell Haering <russellhaering@gmail.com>  
Ryan Bagwell <ryanbagwell@outlook.com>  
Ryan Barrett <ryanb@google.com>  
Ryan Boehning <ryan.boehning@apcera.com>  
Ryan Brown <ribrdb@google.com>  
Ryan Canty <jrcanty@gmail.com>  
Ryan Hitchman <hitchmanr@gmail.com>  
Ryan Lower <rpjlower@gmail.com>  
Ryan Roden-Corrent <ryan@rcorre.net>  
Ryan Seys <ryan@ryanseys.com>  
Ryan Slade <ryanslade@gmail.com>  
Ryan Zhang <ryan.zhang@docker.com>  
Ryoichi KATO <ryo1kato@gmail.com>  
Ryuji Iwata <qt.luigi@gmail.com>  
Ryuma Yoshida <ryuma.y1117@gmail.com>  
Ryuzo Yamamoto <ryuzo.yamamoto@gmail.com>  
S.alar Onur <caglar@10ur.org>  
Sabin Mihai Rapan <sabin.rapan@gmail.com>  
Sai Cheemalapati <saicheems@google.com>  
Sakeven Jiang <jc5930@sina.cn>  
Salmn Aljammz <s@0x65.net>  
Sam Boyer <tech@samboyer.org>  
Sam Ding <samding@ca.ibm.com>  
Sam Hug <samuel.b.hug@gmail.com>  
Sam Thorogood <thorogood@google.com> <sam.thorogood@gmail.com>  
Sam Whited <sam@samwhited.com>  
Sameer Ajmani <sameer@golang.org> <ajmani@gmail.com>  
Sami Commerot <samic@google.com>  
Sami Pnknen <sami.ponkanen@gmail.com>  
Samuel Tan <samueltan@google.com>  
Samuele Pedroni <pedronis@lucediaruna.net>  
Sanjay Menakuru <balasanjay@gmail.com>  
Sarah Adams <shadams@google.com>  
Sascha Brawer <sascha@brawer.ch>  
Sasha Lionheart <lionhearts@google.com>  
Sasha Sobol <sasha@scaledinference.com>  
Scott Barron <scott.barron@github.com>  
Scott Bell <scott@sctsm.com>  
Scott Crunkleton <crunk1@gmail.com>  
Scott Ferguson <scottwferg@gmail.com>  
Scott Lawrence <bytbox@gmail.com>  
Scott Mansfield <smansfield@netflix.com>  
Scott Schwartz <scotts@golang.org>  
Scott Van Woudenberg <scottvw@google.com>  
Sean Burford <sburford@google.com>  
Sean Chittenden <seanc@joyent.com>  
Sean Christopherson <sean.j.christopherson@intel.com>  
Sean Dolphin <Sean.Dolphin@kpccompass.com>

Sean Harger <sharger@google.com>  
Sean Rees <sean@erifax.org>  
Sebastien Binet <seb.binet@gmail.com>  
Sbastien Paolacci <sebastien.paolacci@gmail.com>  
Seiji Takahashi <timaki.st@gmail.com>  
Sergei Skorobogatov <skorobo@rambler.ru>  
Sergey 'Snake' Gromov <snake.scaly@gmail.com>  
Sergey Arseev <sergey.arseev@intel.com>  
Sergey Frolov <sfrolov@google.com>  
Sergey Lukjanov <me@slukjanov.name>  
Sergey Mishin <sergeymishine@gmail.com>  
Sergey Mudrik <sergey.mudrik@gmail.com>  
Sergey Semin <gray12511@gmail.com>  
Sergio Luis O. B. Correia <sergio@correia.cc>  
Sergiusz Bazanski <bazanski@gmail.com>  
Seth Hoenig <seth.a.hoenig@gmail.com>  
Seth Vargo <sethvargo@gmail.com>  
Shahar Kohanim <skohanim@gmail.com>  
Shamil Garatuev <garatuev@gmail.com>  
Shane Hansen <shanemhansen@gmail.com>  
Shaozhen Ding <dsz0111@gmail.com>  
Shaun Dunning <shaun.dunning@uservoice.com>  
Shawn Ledbetter <sledbetter@google.com>  
Shawn Smith <shawn.p.smith@gmail.com>  
Shawn Walker-Salas <shawn.walker@oracle.com>  
Shenghou Ma <minux@golang.org> <minux.ma@gmail.com>  
Shengyu Zhang <shengyu.zhang@chaitin.com>  
Shi Han Ng <shihanng@gmail.com>  
Shinji Tanaka <shinji.tanaka@gmail.com>  
Shintaro Kaneko <kaneshin0120@gmail.com>  
Shivakumar GN <shivakumar.gn@gmail.com>  
Shun Fan <sfan@google.com>  
Silvan Jegen <s.jegen@gmail.com>  
Simon Jefford <simon.jefford@gmail.com>  
Simon Rawet <simon@rawet.se>  
Simon Thulbourn <simon+github@thulbourn.com>  
Simon Whitehead <chemnova@gmail.com>  
Sina Siadat <siadat@gmail.com>  
Sokolov Yura <funny.falcon@gmail.com>  
Song Gao <song@gao.io>  
Spencer Nelson <s@spenczar.com>  
Spencer Tung <spencertung@google.com>  
Spring Mc <heresy.mc@gmail.com>  
Srdjan Petrovic <spetrovic@google.com>  
Sridhar Venkatakrishnan <sridhar@laddoo.net>  
StalkR <stalkr@stalkr.net>  
Stan Schwertly <stan@schwertly.com>  
Stanislav Afanasev <php.progger@gmail.com>

Steeve Morin <steeve.morin@gmail.com>  
Stefan Nilsson <snilsson@nada.kth.se> <trolleriprofessorn@gmail.com>  
Stephan Rénatus <srenatus@chef.io>  
Stéphane Travostino <stephane.travostino@gmail.com>  
Stephen Lewis <stephen@sock.org.uk>  
Stephen Lu <steuhs@users.noreply.github.com>  
Stephen Ma <stephenm@golang.org>  
Stephen McQuay <stephen@mcquay.me>  
Stephen Searles <stephens2424@gmail.com>  
Stephen Weinberg <stephen@q5comm.com>  
Steve Francia <spf@golang.org>  
Steve Gilbert <stevegilbert23@gmail.com>  
Steve McCoy <mccoyst@gmail.com>  
Steve Newman <snewman@google.com>  
Steve Phillips <elimistev@gmail.com>  
Steve Streeting <steve@stevestreeting.com>  
Steven Buss <sbuss@google.com>  
Steven Elliot Harris <seharris@gmail.com>  
Steven Erenst <stevenerenst@gmail.com>  
Steven Hartland <steven.hartland@multiplay.co.uk>  
Steven Wilkin <stevenwilkin@gmail.com>  
Sugu Sougoumarane <ssougou@gmail.com>  
Suharsh Sivakumar <suharshs@google.com>  
Sukrit Handa <sukrit.handa@utoronto.ca>  
Sunny <me@darkowlz.space>  
Suriyaa Sundararuban <suriyaasundararuban@gmail.com>  
Suyash <dextrous93@gmail.com>  
Suzy Mueller <suzmue@golang.org>  
Sven Almgren <sven@tras.se>  
Sven Blumenstein <svbl@google.com>  
Sylvain Zimmer <sylvain@sylvainzimmer.com>  
Syohei YOSHIDA <syohex@gmail.com>  
Szabolcs Nagy <nsz@port70.net>  
Tad Fisher <tadfisher@gmail.com>  
Tad Glines <tad.glines@gmail.com>  
Taj Khattrra <taj.khattrra@gmail.com>  
Takashi Matsuo <tmatsuo@google.com>  
Takayoshi Nishida <takayoshi.nishida@gmail.com>  
Takeshi YAMANASHI <9.nashi@gmail.com>  
Takuto Ikuta <tikuta@google.com>  
Takuya Ueda <uedatakuya@gmail.com>  
Tal Shprecher <tshprecher@gmail.com>  
Tamir Duberstein <tamird@gmail.com>  
Tao Wang <twang2218@gmail.com>  
Tarmigan Casebolt <tarmigan@gmail.com>  
Taro Aoki <aizu.s1230022@gmail.com>  
Taru Karttunen <taruti@taruti.net>  
Tatsuhiko Tsujikawa <tatsuhiko.t@gmail.com>

Teague Cole <tnc1443@gmail.com>  
Ted Kornish <golang@tedkornish.com>  
Tejasvi Nareddy <tejunareddy@gmail.com>  
Terin Stock <terinjokes@gmail.com>  
Terrel Shumway <gopher@shumway.us>  
Tetsuo Kiso <tetsuokiso9@gmail.com>  
Than McIntosh <thanm@google.com>  
Thanabodee Charoenpiriyakij <wingyminus@gmail.com>  
Thanatat Tamtan <acoshift@gmail.com>  
Thiago Avelino <t@avelino.xxx>  
Thiago Fransosi Farina <thiago.farina@gmail.com> <tfarina@chromium.org>  
Thomas Alan Copeland <talan.copeland@gmail.com>  
Thomas Bonfort <thomas.bonfort@gmail.com>  
Thomas Bouldin <inlined@google.com>  
Thomas Bruyelle <thomas.bruyelle@gmail.com>  
Thomas de Zeeuw <thomasdezeeuw@gmail.com>  
Thomas Desrosiers <thomasdesr@gmail.com>  
Thomas Habets <habets@google.com>  
Thomas Kappler <tkappler@gmail.com>  
Thomas Meson <zllak@hycik.org>  
Thomas Wanielista <tomwans@gmail.com>  
Thorben Krueger <thorben.krueger@gmail.com>  
Thordur Bjornsson <thorduri@secnorth.net>  
Tiago Queiroz <contato@tiago.eti.br>  
Tilman Dilo <tilman.dilo@gmail.com>  
Tim Cooijmans <timcooijmans@gmail.com>  
Tim Cooper <tim.cooper@layeh.com>  
Tim Ebringer <tim.ebringer@gmail.com>  
Tim Heckman <t@heckman.io>  
Tim Henderson <tim.tadh@gmail.com>  
Tim Hockin <thockin@google.com>  
Tim Swast <swast@google.com>  
Tim Wright <tenortim@gmail.com>  
Timo Savola <timo.savola@gmail.com>  
Timo Truys <alkaloid.btx@gmail.com>  
Timothy Studd <tim@timstudd.com>  
Tipp Moseley <tipp@google.com>  
Tobias Assarsson <tobias.assarsson@gmail.com>  
Tobias Columbus <tobias.columbus@gmail.com> <tobias.columbus@googlemail.com>  
Tobias Klauser <tklauser@distanz.ch>  
Toby Burrell <kurin@google.com>  
Todd Neal <todd@tneal.org>  
Todd Wang <toddwang@gmail.com>  
Tom Bergan <tombergan@google.com>  
Tom Heng <zhm20070928@gmail.com>  
Tom Lanyon <tomlanyon@google.com>  
Tom Levy <tomlevy93@gmail.com>  
Tom Limoncelli <tal@whatexit.org>

Tom Linford <tomlinford@gmail.com>  
Tom Payne <twpayne@gmail.com>  
Tom Szymanski <tgs@google.com>  
Tom Thorogood <me+google@tomthorogood.co.uk>  
Tom Wilkie <tom@weave.works>  
Tommy Schaefer <tommy.schaefer@teecom.com>  
Tomoya Ishizaki <zaq1tomo@gmail.com>  
Tonis Tiigi <tonistiigi@gmail.com>  
Tony Walker <walkert.uk@gmail.com>  
Tor Andersson <tor.andersson@gmail.com>  
Tormod Erevik Lea <tormodlea@gmail.com>  
Toshiki Shima <hayabusa1419@gmail.com>  
Totoro W <tw19881113@gmail.com>  
Travis Bischel <travis.bischel@gmail.com>  
Travis Cline <travis.cline@gmail.com>  
Trevor Strohman <trevor.strohman@gmail.com>  
Trey Lawrence <lawrence.trey@gmail.com>  
Trey Roessig <trey.roessig@gmail.com>  
Trey Tacon <ttacon@gmail.com>  
Tristan Amini <tamini01@ca.ibm.com>  
Tristan Colgate <tcolgate@gmail.com>  
Tristan Oohry <oohry@gmail.com>  
Tristan Rice <rice@fn.lc>  
Troels Thomsen <troels@thomsen.io>  
Trung Nguyen <trung.n.k@gmail.com>  
Tudor Golubenco <tudor.g@gmail.com>  
Tugdual Saunier <tugdual.saunier@gmail.com>  
Tuo Shan <sturbo89@gmail.com> <shantuo@google.com>  
Tyler Bui-Palsulich <tpalsulich@google.com>  
Tyler Bunnell <tylerbunnell@gmail.com>  
Tyler Treat <ttreat31@gmail.com>  
Tzu-Jung Lee <roylee17@currant.com>  
Ugorji Nwoke <ugorji@gmail.com>  
Ulf Holm Nielsen <doktor@dyregod.dk>  
Ulrich Kunitz <uli.kunitz@gmail.com>  
Uriel Mangado <uriel@berlinblue.org>  
Uttam C Pawar <uttam.c.pawar@intel.com>  
Vadim Grek <vadimprog@gmail.com>  
Vadim Vygonets <unixdj@gmail.com>  
Val Polouchkine <vpolouch@justin.tv>  
Vega Garcia Luis Alfonso <vegacom@gmail.com>  
Veselkov Konstantin <kostozyb@gmail.com>  
Victor Chudnovsky <vchudnov@google.com>  
Victor Vrantchan <vrancean+github@gmail.com>  
Vignesh Ramachandra <vickyramachandra@gmail.com>  
Vikas Kedia <vikask@google.com>  
Vincent Ambo <tazjin@googlemail.com>  
Vincent Batts <vbatts@hashbangbash.com> <vbatts@gmail.com>

Vincent Vanackere <vincent.vanackere@gmail.com>  
Vinu Rajashekhar <vinutheraj@gmail.com>  
Vish Subramanian <vish@google.com>  
Vishvananda Ishaya <vishvananda@gmail.com>  
Vitor De Mario <vitordemario@gmail.com>  
Vlad Krasnov <vlad@cloudflare.com>  
Vladimir Kuzmin <vkuzmin@uber.com>  
Vladimir Mihailenco <vladimir.webdev@gmail.com>  
Vladimir Nikishenko <vova616@gmail.com>  
Vladimir Stefanovic <vladimir.stefanovic@imgtec.com>  
Vladimir Varankin <nek.narqo@gmail.com>  
Volker Dobler <dr.volker.dobler@gmail.com>  
Volodymyr Paprotski <vpaprots@ca.ibm.com>  
W. Trevor King <wking@tremily.us>  
Wade Simmons <wade@wades.im>  
Walter Poupore <wpoupore@google.com>  
Wander Lairson Costa <wcosta@mozilla.com>  
Wayne Ashley Berry <wayneashleyberry@gmail.com>  
Wedson Almeida Filho <wedsonaf@google.com>  
Wi Cngru <crvv.mail@gmail.com>  
Wei Fu <fhfuwei@163.com>  
Wei Guangjing <vcc.163@gmail.com>  
Wei Xiao <wei.xiao@arm.com>  
Weichao Tang <tevic.tt@gmail.com>  
Wembley G. Leach, Jr <wembley.gl@gmail.com>  
Wilfried Teiken <wteiken@google.com>  
Will Chan <willchan@google.com>  
Will Faught <will.faught@gmail.com>  
Will Norris <willnorris@google.com>  
Will Storey <will@summercat.com>  
Willem van der Schyff <willemvds@gmail.com>  
William Chan <willchan@chromium.org>  
William Chang <mr.williamchang@gmail.com>  
William Josephson <wjosephson@gmail.com>  
William Orr <will@worrbase.com> <ay1244@gmail.com>  
Wisdom Omuya <deafgoat@gmail.com>  
Wu Yunzhou <yunzhouwu@gmail.com>  
Xi Ruoyao <xry23333@gmail.com>  
Xia Bin <snyh@snyh.org>  
Xing Xing <mikespook@gmail.com>  
Xu Fei <badgangkiller@gmail.com>  
Xudong Zhang <felixmelon@gmail.com>  
Xudong Zheng <7pkvm5aw@slicealias.com>  
Xuyang Kang <xuyangkang@gmail.com>  
Yamagishi Kazutoshi <ykzts@desire.sh>  
Yan Zou <yzou@google.com>  
Yann Hodique <yhodique@google.com>  
Yann Kerherv <yann.kerherve@gmail.com>

Yann Salan <yannsalaun1@gmail.com>  
Yao Zhang <lunaria21@gmail.com>  
Yaron de Leeuw <jarondl@google.com>  
Yasha Bubnov <girokompass@gmail.com>  
Yasuharu Goto <matope.ono@gmail.com>  
Yasuhiro Matsumoto <mattn.jp@gmail.com>  
Yasuyuki Oka <yasuyk@gmail.com>  
Yazen Shunnar <yazen.shunnar@gmail.com>  
Yestin Sun <ylh@pdx.edu>  
Yesudeep Mangalapilly <yesudeep@google.com>  
Yissakhar Z. Beck <yissakhar.beck@gmail.com>  
Yo-An Lin <yoanlin93@gmail.com>  
Yongjian Xu <i3dmaster@gmail.com>  
Yorman Arias <cixtords@gmail.com>  
Yoshiyuki Kanno <nekotaroh@gmail.com> <yoshiyuki.kanno@stoic.co.jp>  
Yoshiyuki Mineo <yoshiyuki.mineo@gmail.com>  
Yosuke Akatsuka <yosuke.akatsuka@gmail.com>  
Yu Heng Zhang <annita.zhang@cn.ibm.com>  
Yu Xuan Zhang <zyxsh@cn.ibm.com>  
Yuji Yaginuma <yuuji.yaginuma@gmail.com>  
Yuki Yogui Sonoda <yugui@google.com>  
Yukihiro Nishinaka <6elpinal@gmail.com>  
Yury Smolsky <yury@smolsky.by>  
Yusuke Kagiwada <block.rxckin.beats@gmail.com>  
Yuusei Kuwana <kuwana@kumama.org>  
Yuval Pavel Zholkover <paulzhol@gmail.com>  
Yves Junqueira <yvesj@google.com> <yves.junqueira@gmail.com>  
Zac Bergquist <zbergquist99@gmail.com>  
Zach Bintliff <zbintliff@gmail.com>  
Zach Gershman <zachgersh@gmail.com>  
Zachary Gershman <zgershman@pivotal.io>  
Zak <zrjknill@gmail.com>  
Zakatell Kanda <hi@zkanda.io>  
Zellyn Hunter <zellyn@squareup.com> <zellyn@gmail.com>  
Zev Goldstein <zev.goldstein@gmail.com>  
Zheng Dayu <davidzheng23@gmail.com>  
Zhengyu He <hzy@google.com>  
Zhongpeng Lin <zplin@uber.com>  
Zhongtao Chen <chenzhongtao@126.com>  
Zhongwei Yao <zhongwei.yao@arm.com>  
Zhou Peng <p@ctruple.cn>  
Ziad Hatahet <hatahet@gmail.com>  
Zorion Arrizabalaga <zorionk@gmail.com>  
<max.faceless.frei@gmail.com>  
<hagen1778@gmail.com>  
<tbunyk@gmail.com>  
<faxriddinjon@gmail.com>  
<zs349596@gmail.com>



<bronzel1man@gmail.com>

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