

TODO: Recruiting open source developers

[return to the TODO defacto Standards](#)

Overview

There are no formal standards on Open Source projects. There are only guides.

Source: [The following is from TODO on "Recruiting open source developers"](#)

Experienced open source developers are in short supply. To attract top talent, companies have to do more than hire a recruiter or place an ad on a popular job site.

Your open source program can become one of your most effective recruiting tools. This guide covers how organizations can recruit developers, or build internal talent, by building an open source culture, contributing to open source communities, and creating open source projects.

Contents

- *Why you need a recruitment strategy*
- *Open source as a recruitment tool*
- *Challenges to open source retention*
- *When to recruit vs. train*
- *Five strategies for recruiting open source developers*

From:
<https://omgwiki.org/dido/> - **DIDO Wiki**

Permanent link:
https://omgwiki.org/dido/doku.php?id=dido:public:ra:xapend:xapend.b_stds:defact:todo:recruiting&rev=1591927601

Last update: **2020/06/11 22:06**

