Growing and sustaining an open Servo ecosystem
Servo provides an independent, modular, embeddable web engine, which allows developers to deliver content and applications using web standards.
Servo’s mission is to provide an independent, modular, embeddable web engine, which allows developers to deliver content and applications using web standards.

Servo is written in Rust and shares code with Mozilla Firefox and the wider Rust ecosystem. Since its creation in 2012, Servo has contributed to W3C/WHATWG web standards by reporting specification issues and submitting new cross-browser automated tests, and core team members have co-edited new standards that have been adopted by other browsers. As a result, the Servo project helps drive the entire web platform forward while building on a platform of reusable, modular technologies that implement web standards.
Servo Introduction

› An independent implementation of the web.
› Implementations of “classic” web standards (HTML, CSS, ...) as well as newer ones for rich experiences (WebGL, WebXR, ...).
› Designed to be embedded in other applications (Unity, GStreamer, ...) and portable to many platforms (Windows, MacOS, Linux, HoloLens, ...)
› A vibrant community, with over 1,000 contributors.
› Founded by Mozilla in 2012 as “the big Rust project that wasn’t rustc”.
› Moved to a Linux Foundation Project in 2020.
Servo Introduction
Get Involved

› https://servo.org
› https://github.com/servo/servo
› Zulip: https://servo.zulipchat.com
› Email: info@servo.org
› Technical Steering Committee
› Board Membership
Thank You!