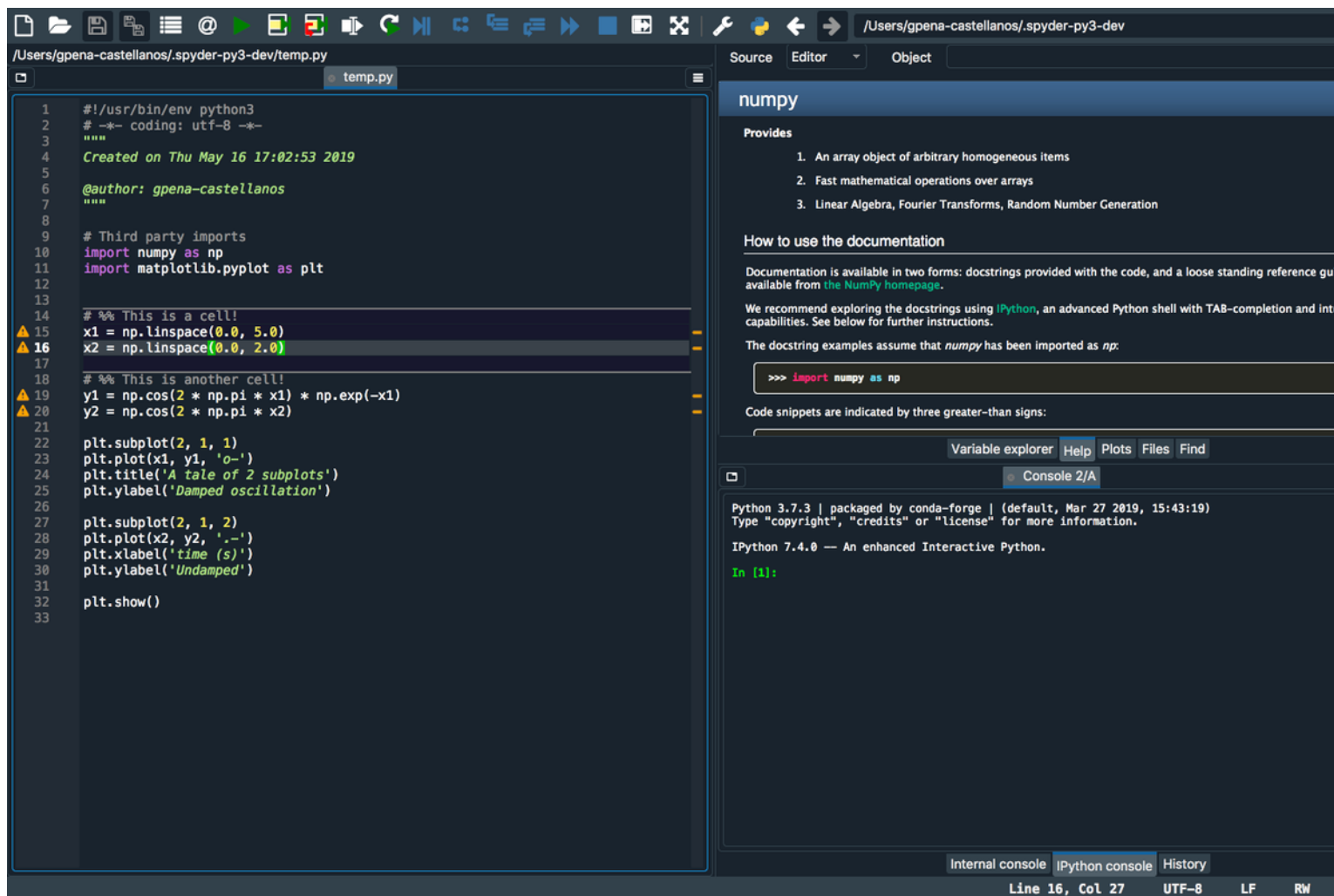


# Spyder 4.0 takes a big step closer with the release of Beta 2!

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It has been almost two months since I joined Quansight in April, to start working on Spyder maintenance and development. So far, it has been a very exciting and rewarding journey under the guidance of long time Spyder maintainer Carlos Córdoba. This is the first of a series of blog posts we will be writing to showcase updates on the development of Spyder, new planned features and news on the road to Spyder 4.0 and beyond.

First off, I would like to give a warm welcome to Edgar Margffoy, who recently joined Quansight and will be working with the Spyder team to take its development even further. Edgar has been a core Spyder developer for more than two years now, and we are very excited to have his (almost) full-time commitment to the project.

[3]

[Development Software](#)

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