



# Python Software Foundation

**Sub-org: EOS Design System**

**Project: EOS Icons – Figma and Adobe XD plugins and website**

**By: Anshuman Dhiman**

---

## Contact Information:

**Name:** Anshuman Dhiman

**Email ID:** [anshumandhiman1@gmail.com](mailto:anshumandhiman1@gmail.com)

**Github Username:** <https://github.com/AnshumanDhiman>

**Mobile:** (+91)

**Country:** India

**Time Zone:** Indian Standard Time (UTC +5:30)

**Primary Language:** English

**LinkedIn:** <https://www.linkedin.com/in/anshuman-dhiman-06a7341ab/>

## University Info:

**University Name:** [Dr. A.P.J Abdul Kalam Technical University](#), Uttar Pradesh

**College Name:** [Inderprastha Engineering College](#)

**Current Year and Degree:** 3<sup>rd</sup> Year, Bachelor of Technology in Information Technology

**Expected Graduation Date:** August 2023

## Code Contribution:

I have been contributing to the various projects of EOS Community and have made valid contributions to them:

- **[Merged [31 Eos Icons Figma](#)]:** Added functionality to improve icons with icon name shows over hovering the icon.
- **[Merged [29 Eos Icons Figma](#)]:** Added functionality for the sticky navbar in the Figma plugin window.

- 
- **[Merged [49](#), [51](#) & [31](#) Eos Icons Landing]**: Added various UI improvements and Mobile responsiveness for Eos Icons website.
  - **[Merged [29](#) Eos Icons Adobe XD]**: Added background hover for icons and added state to show icon names on hover

All additional contributions are listed below:

[Eos-icons-figma](#)

[Eos-icons-adobe-xd](#)

[Eos-icons-landing](#)

[User-story](#)

## Synopsis:

Currently, the eos-icons plugins for Figma and Adobe XD provide icons with limitations such as being unable to export icons of a specified size or color. With the guidance of mentors, I will be working on adding features to the plugins including size support, color support and adding favorite color panel to the UI. This will include creation of dropdown menus for adding export support for size and adding a color picker which will help us in adding a specific color to the icon while exporting the icon. I'll also add a drag-and-drop feature to the plugin, which will allow us to drag an icon into the frame.

Aside from that, I'll be reworking the UI and improving the appearance of the Figma Plugin to better the UI frame.

I'll also be refactoring the UI in such a manner that it includes a link to eos-icons so that users may learn more about it.

Also, with the help of mentors I will be publishing the icon plugins to the Figma and Adobe XD communities.

In addition, I will be making minor UI improvements to the eos-icons.com page to help users understand that they can request new icons via User Story.

I have been working on a [test repository](#) which fetches the size and the color changes from the code which can be used as data to be passed to the icons to add support for size and color changes. I've also created several mock-ups for reframing the UI, improving the UI for providing a link back to eos-icons, cover art for distributing the plugins on official stores, and the UI for eos-icons.com with addition of a section for User Story.

My work experience in Typescript, React, and NodeJS qualifies me to do this project.

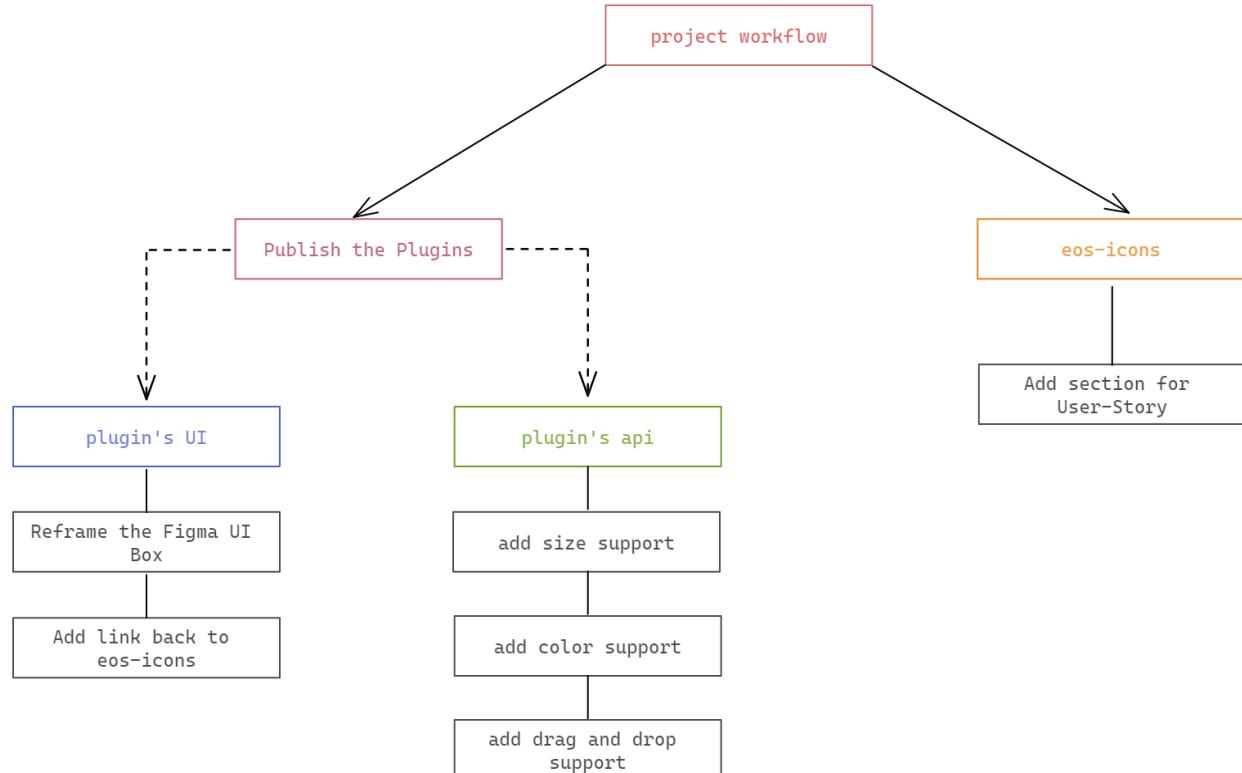
Apart from that I have the ability to grasp new skills & technology.

## Which of the published tasks are you interested in? What do you plan to do?

I am interested in **Project Idea 4: EOS icons – Figma and Adobe XD plugins and website**. My goal will be to improve the current EOS Icons Figma & Adobe Plugins by adding support for multiple sizes, color, and exports along with certain UI/UX improvements. Also, I will be helping the community in publishing the plugins on the official stores and adding minimal improvements in the eos-icons.com to help users learn they can request new icons via User Story.

### Project Plan:

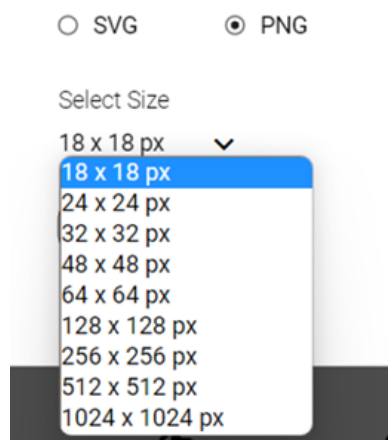
The Project will be divided into 8 milestones



## 1) Support for multiple sizes.

The eos-icons plugins allow users to search for icons, select icons from various categories, and choose a specific theme of the icon. However, if a user wishes to add an icon of a particular size, the plugins lack the ability to pick a desired size.

On exploring [eos-icon.com](https://eos-icon.com), multiple sizes for icons that can be used on eos-icons plugins are as follows:



I'm going to make a dropdown that will help with size support.

A user can choose the most convenient size for the icon by using the dropdown menu.

The current eos-icons plugins for Adobe XD and Figma include two dropdowns with different categories and themes to choose from.

### Figma

I'm going to make a new drop-down menu called Size, where the user can choose the most convenient size for them to export.

When the user selects a size from the size dropdown, the size of all the icons in the plugin will be adjusted, and the user will be able to add the icon of particular size.

An implementation example is shared below:

```
const sizeOptions = ['18px', '24px', '32px', '48px', '64px', '128px', '256px', '512px', '1024px']
const EosForm = ({
  searchSize,
}) => {
  const [size, setSize] = useState<string>(sizeOptions[0]);

  return (
    <select
      value={size}
```

```

        className="select-tag"
        ref={searchSize}
        onChange={(event) => {
            setSize(event.target.value);
            onSearch();
        }}
    >
        {sizeOptions.map((sizeOption) => (
            <option key={sizeOption} value={sizeOption}>
                {sizeOption}
            </option>
        ))}
    </select>
);
};
EosForm.propTypes = {
    searchSize: shape({ current: instanceOf(HTMLSelectElement) }).isRequired,
};

```

From this approach we will be creating a dropdown menu using hooks and states. The size of an icon will be set to **18 pixels** in its initial configuration. A user can choose from a variety of sizes depending on their requirements.

The size of the icon will be obtained from the **'size'** constant, and this value will be passed to update the size of the icons on change.

While looking through the plugins code, I discovered that when pushing the icons to the frame, a function called ***EOSReactIcon*** is invoked. The function is in charge of the sizes. We can get the user-selected size and apply it to the ***EOSReactIcon***.

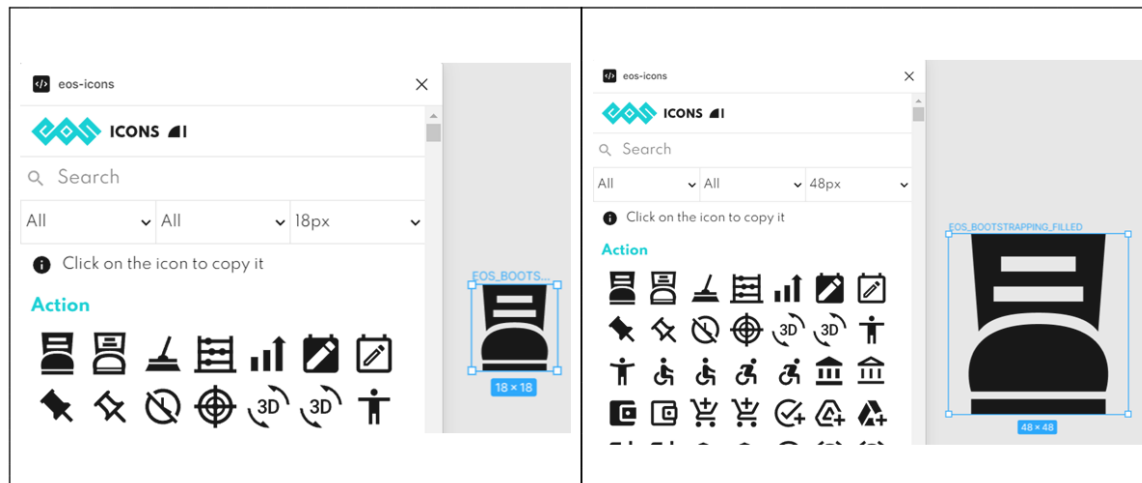
```

const IconDiv = ({ EOSReactIcon, pushToNode, name }) => (
    <div
        className="image-container"
        onClick={() => {
            pushToNode(EOSReactIcon({ size: "18px" }), name);
        }}
    > </div>
);
IconDiv.propTypes = {
    EOSReactIcon: func.isRequired,

```

```
pushToNode: func.isRequired,
name: string.isRequired,
};
```

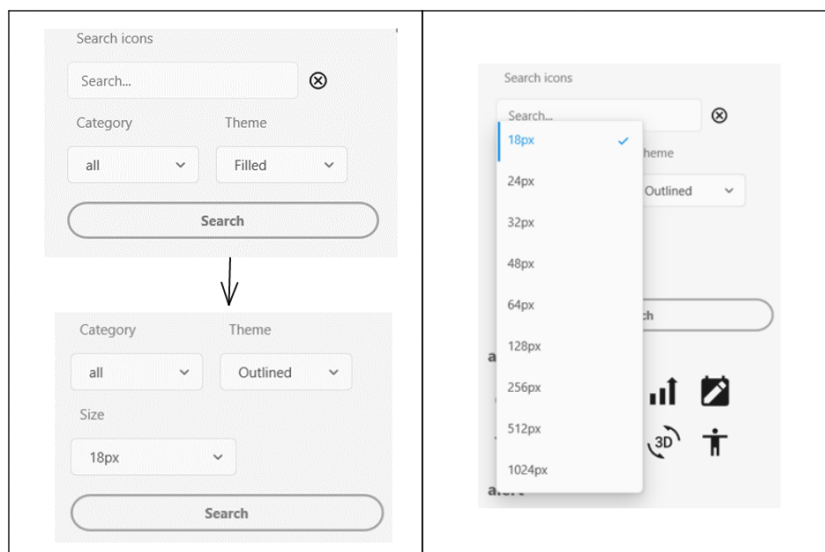
The following will be the output for the implementation example:



The preceding example demonstrates how the eos-icons Figma plugin handles varied size support. A dropdown menu with various sizes is created, from which the user can select and export the icon of the particular size.

## Adobe XD

We can add the same functionality to the Adobe XD plugin because the functions present in the Adobe XD plugins are the same.



Here is an example showing the implementation of adding a dropdown menu in the Adobe XD Plugin.

## 2) Support for Color Changes

The current eos-icons Figma and Adobe XD plugins lack the ability to insert a specific color icon.

### Figma

With the addition of a color picker, a user may choose the color they wish to export thus utilizing the color picker to export the icon for that color.

An implementation example is shown below :

```
const Example = ({
  }) => {
  const [color, setColor] = useState<string>("#000000");
  const options = addOptions.map((el) => (
    <option value={el} key={el}>
      {el}
    </option>
  ));

  return (
    <div className="color">
      <input type="color"
        value={color}
        onChange={(event) => {
          setColor(event.target.value);
          onSearch();
        }}
      />
    </div>
  );
};

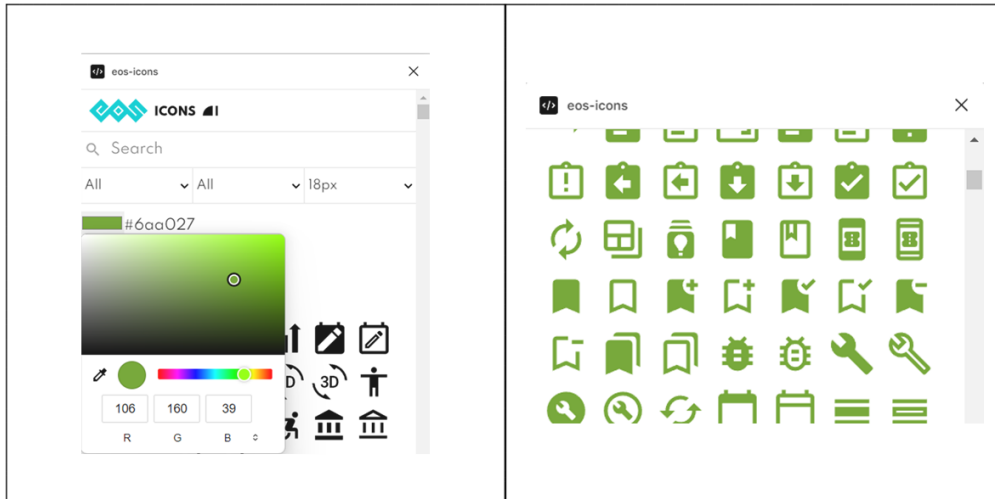
export default Example;
```

We can develop a color picker with the preceding code, and it will assist us by updating the color that a user selects from the input.

We'll use the **type='color'** html input tag to create a color picker, which we'll use to retrieve values from.

The following is the output for the implementation example:





The preceding example demonstrates how the eos-icons Figma plugin handles multiple color support. A color picker will be added to the panel which will update all the icons when the user will select a particular color and help the user export an icon of the selected color.

## Adobe XD

For adding color support in Adobe XD, we *cannot* add input text field as '*color*' input field type values are not supported and will *render as a regular text field*

Example :

```
<div>
  <input type="color" />
</div>
```

Output:

The example above shows the input type set to '*color*' in the Adobe XD plugin, which results in a conventional text field as an output.

Rather than using the input tag and type color for the Adobe XD plugin, we can either supply a text-field in which a user can **manually** write the color code for which the user desires to export the icon or we can use **react-color** which provides a color palette in the eos-icons plugin for Adobe XD.

React color picker can be installed using the following command :

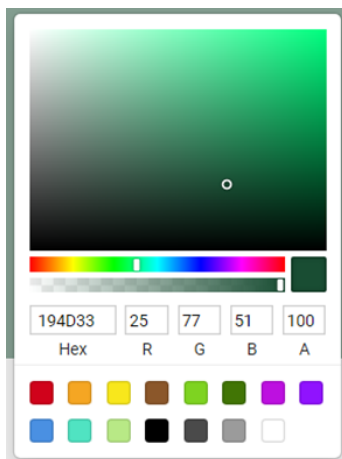
```
npm install react-color --save
```

After installing, we can import color picker from react-color to our code.

```
import React from 'react';
import {SketchPicker} from 'react-color';

class Component extends React.Component {
  render() {
    return <SketchPicker />;
  }
}
```

## Output



The react-color-picker is **447 kB (unpacked)**, thus we can use it because it is small and efficient.

react-color picker also has a total of 13 pickers to choose from.

Using the react-color picker, we can also make our own picker.

We can add a react-color picker with the preceding code, and it will assist us by updating the color that a user selects from the input in the eos-icons Adobe XD plugin.

### 3) Support for adding a favorite Color Palette

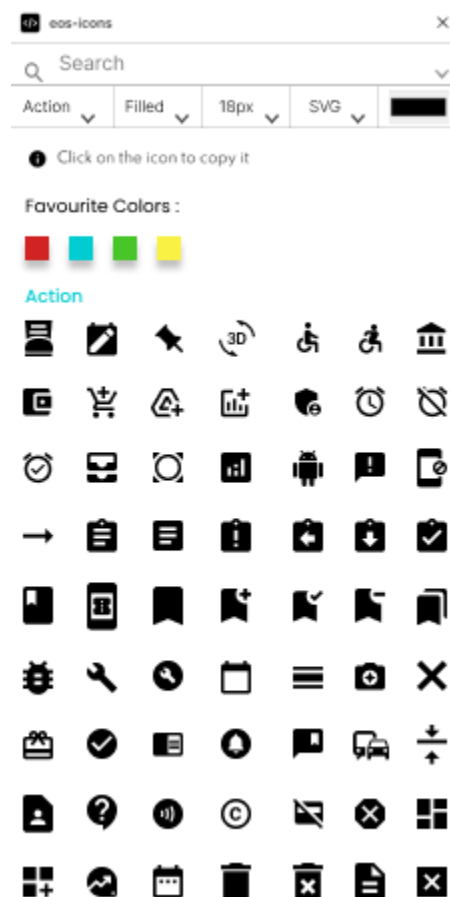
When designing a user interface, a user will have a color palette that they must stick to. With the addition of a color palette, a user can choose color for a variety of icons.

The last selected colors chosen will be stored and displayed above the color palette, allowing the user to reuse the colors when developing the UI.

#### *Using `figma.clientStorage`*

The `figma.clientStorage` API allows storing data on the user's local machine. Unlike data stored with the document (such as `setPluginData`), this data is not synchronized across users. It's similar to the `Window.localStorage` API, but is asynchronous, and allows storing objects, arrays, strings, numbers, booleans, null, undefined and `Uint8Array`

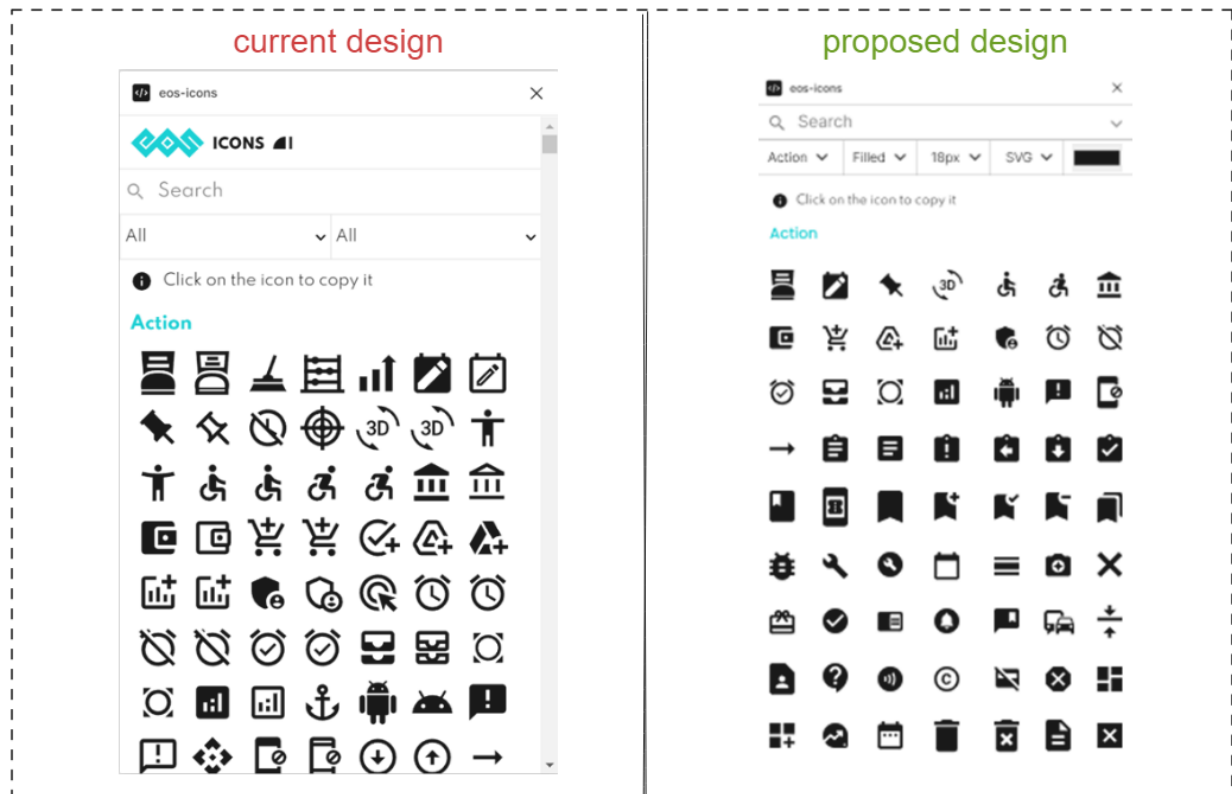
Given below shows an example of adding a favorite color palette to the frame :



#### 4) Updating the current Figma UI for Eos-icons plugin

The current eos-icons Figma plugin can be refactored. The current plugin takes up about nearly half of the space in the Figma frame, so it needs to be refactored.

I've been looking at different plugins such as [Material Design Icons](#), [Icons8](#), [Flaticons](#), [Iconify](#), [Figmaoji](#) and have come up with a template that may be utilized as a design for the plugin.



We'll be updating the UI box almost entirely based on the proposed design. As we can see in the current design, there isn't enough space between the icons, making them appear crowded. Furthermore, the dropdowns and search bar are unnecessarily wide, lengthening the UI box.

We can also shift the eos-icons logo in the UX improvement while addition of a link back to eos-icons.com

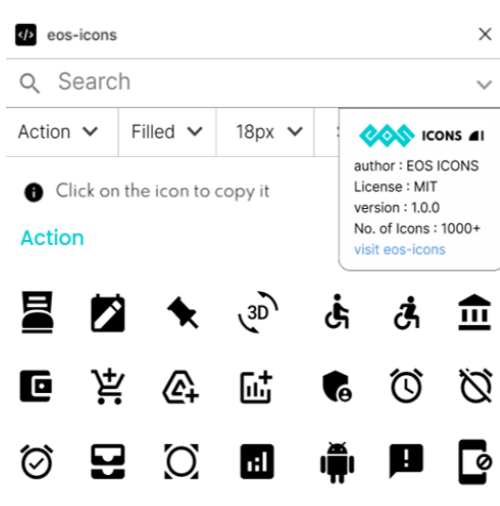
**Link to the prototype :**

<https://www.figma.com/file/amHk2miDfIXoChGKKCISSz/Eos-Plugin-UI?node-id=0%3A1>

## 5) Adding UX improvement in plugins for adding a link back to eos-icons.com

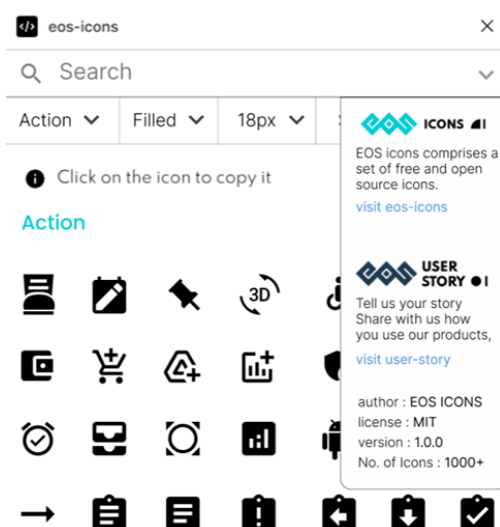
There is no explicit link in the current Plugins that allows a user to visit and learn about the eos icons. I'll make an enhancement in the eos-icons plugins so that a user can visit the website if they want to learn more about it.

I've been working on a design that includes a link to the eos-icons. Apart from this, users can also learn more about the plugin, such as the author, licensing, versions, number of icons, and so on.



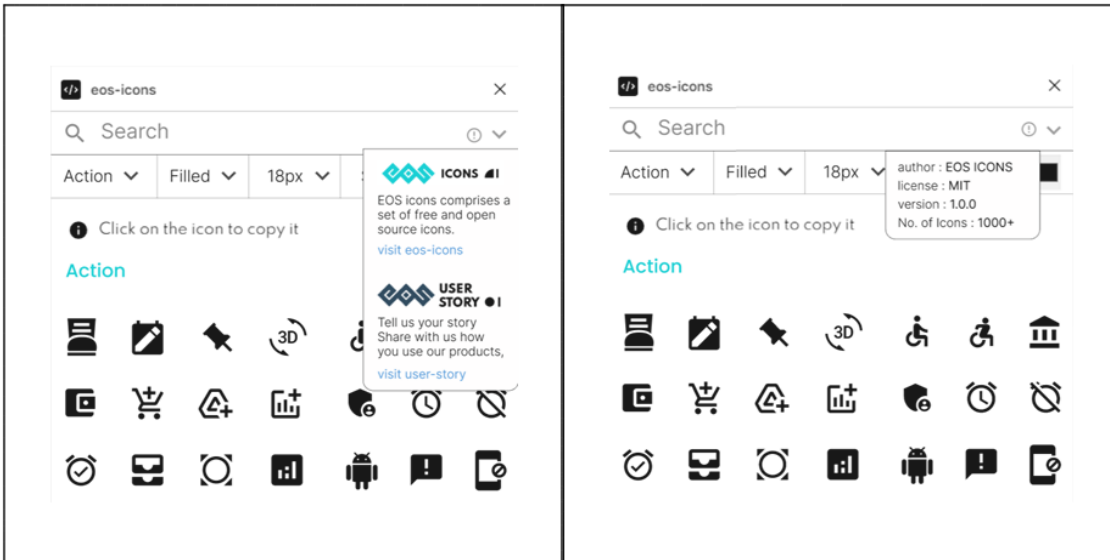
### Prototype 1

We can also provide information for User Story, through the enhancement. A Figma design below shows the addition in which a user can also know about the User Story.



## Prototype 2

This prototype aims at the addition of both links, the Eos Icons and User Story, so that users of the Figma plugin are aware of it. This will also help in teaching users that they can share their experience of icons or request new icons through User Story.

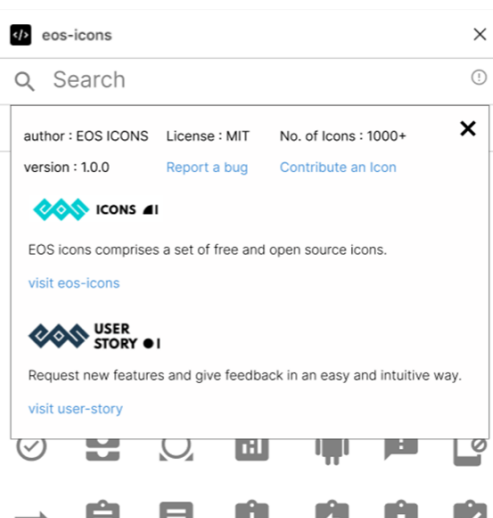


## Prototype 3

The goal of this prototype is to divide the details into two portions. When a user clicks on the (!)

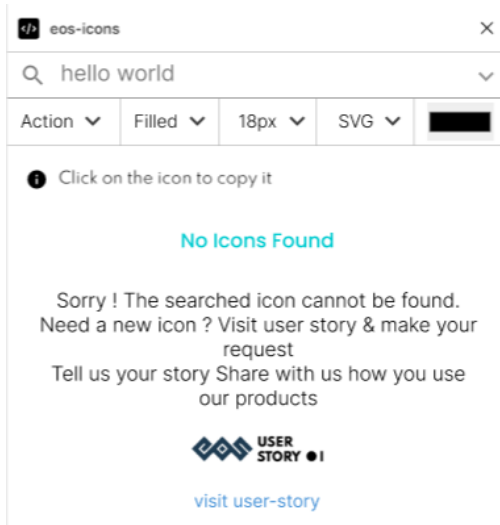
icon, they get information about the plugin, such as the author, license, and so on, and when

they click on the (v) icon, they get information about the eos-icons and User Story.



## Prototype 4

The goal of this prototype is to add a modal to the UI. When a user clicks on (!) a modal will be displayed in the UI box, allowing the user to learn more about the plugin as well as including information about eos-icons and user-story.



## Prototype 5

The goal of this prototype is to provide information about user-story if the searched icon is not present. If a user searches for an icon which is not present in the plugin, we can let users know they can request new icons via user-story.

### Link to the prototypes :

<https://www.figma.com/file/0HEJPGR6IijbOfzvZgBzyV/Links-to-EOS?node-id=0%3A1>

## 6) Adding Drag and Drop features to Icons

With the current eos icons plugin, a user will be unable to drag an icon and export it into the frame. I'll be working on adding a drag and drop capability to the plugins so that users can easily add icons by simply dragging them into the frame.

For this I will be using the `Figma.on()` to create a drop event.

```
figma.on("drop", event => {  
  
  //code  
  
})
```

This will be receiving the drop event from the UI.

In the UI, we will be passing an **eventListener** which will be targeting **"dragend"** and we will be posting a **pluginDrop** message through the **postMessage**. The postMessage will trigger a drop event in Figma that we can register a callback for.

An implementation example of Drag & Drop is shared below :

```
<p>Drag any icon to the canvas:</p>
<div>
  <span class="icon" draggable="true">
    <svg xmlns="svg_link"></svg>
  </span>
</div>
```

```
const icons = document.getElementsByClassName('icon');
for (const icon of icons) {
  icon.addEventListener('dragend', e => {
    // We will not proceed if the item was dropped inside the plugin window.
    if (e.view.length === 0) return;
    const file = new File(
      [e.target.innerHTML],
      'content.svg',
      { type: 'image/svg+xml' }
    );
    // This will trigger a drop event in figma that we can register a callback for
    window.parent.postMessage(
      {
        pluginDrop: {
          clientX: e.clientX,
          clientY: e.clientY,
          files: [file],
        },
      },
      '*'
    );
  });
}
```



## 7) Publishing the Plugins

Once the plugins are complete and all updates will be done, I will be helping the mentors in launching the plugins in the Adobe XD and Figma official community.

The process of publishing the plugin will be as follows :

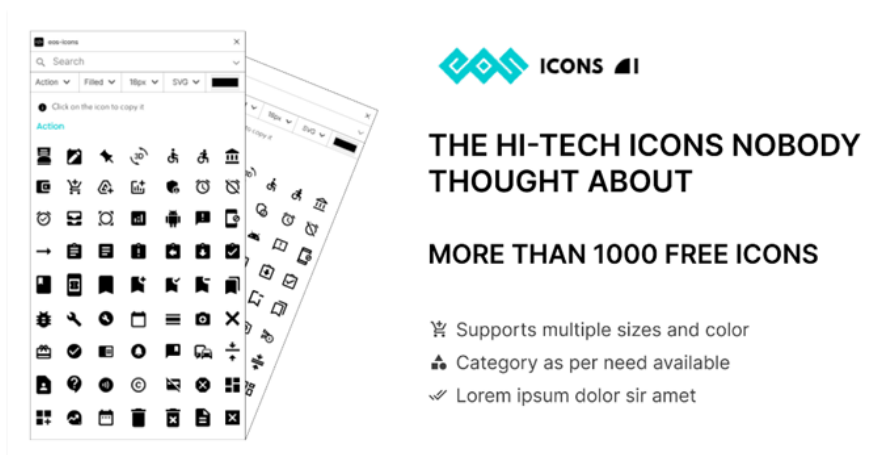
### 1. Uploading icon and cover art for the Plugin

We can utilize the current eos-icons icon for the plugin's icon. I've been working on a cover art for the Plugin as it is required when publishing our Plugin.

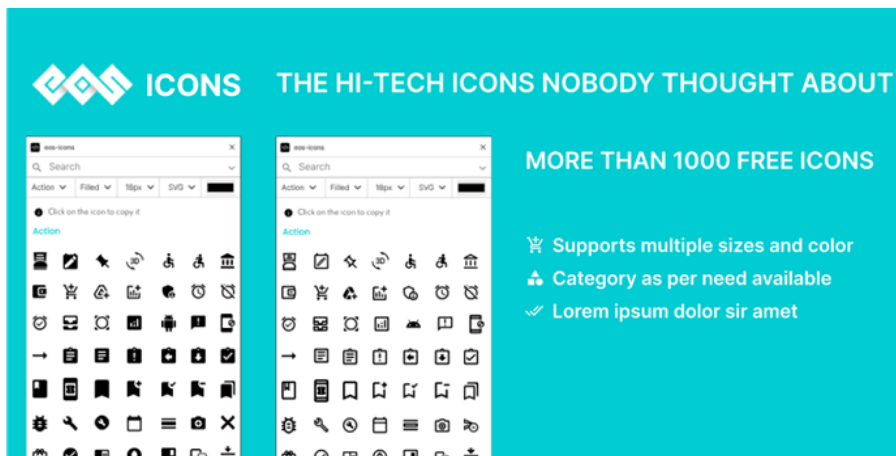
Below are some examples of Cover Art which I have designed:



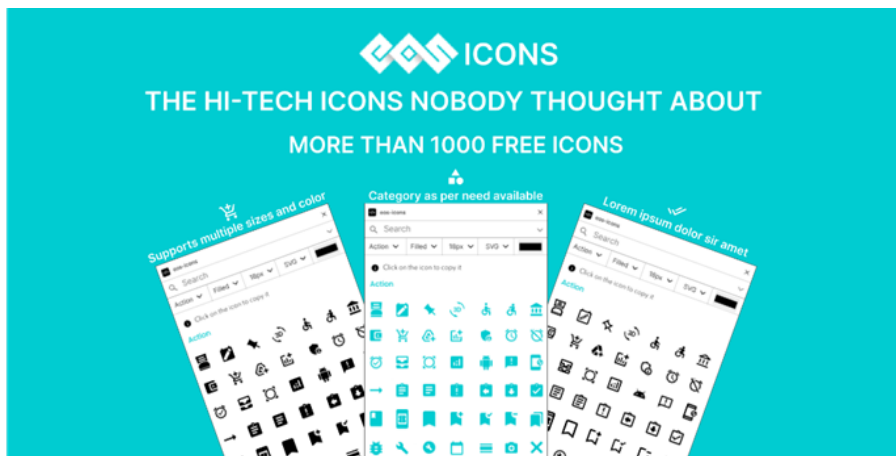
Cover Art-1(EOS Color Theme)



## Cover Art( White Theme)



Cover Art-2



Cover Art-3

As mentioned, I created three different design types. One of these can be used as a cover art while publishing the icons in both the Figma and Adobe XD platforms.

I've also created these cover designs in a variety of themes.

Furthermore, I will discuss with the mentors the lines and icons we will be using on the cover art to make it more appealing and professional.

**Link to the prototypes :**

<https://www.figma.com/file/2N69We6HMQ2Mlnqdl0f5s/Eos-Icons-Cover-Art?node-id=0%3A1>

---

2. Uploading the name or updating the name if needed.

3. Adding description to the plugin.

This field will explain what the plugin does and how to use it. This will also include the working of the plugin, features of the plugin, number of icons in the plugin etc.

4. Adding tags and support contact.

We can add up to 12 keywords or tags to classify our File in Figma. Figma supports alphanumeric characters (a-z and 1-9), but no special characters or punctuation. Max 25 characters per tag.

Some examples of tags are as follows :



We also need to provide a support contact in case there is a problem with the plugin.

5. Adding contributors' names in the creator's field.

6. Publishing the plugin to the Community.

A plugin must go through the approval process before being added to the Figma Community or the Adobe XD Community.


When we submit the plugin for review, Figma will add an In-review badge to the plugin and move it to the Published section.

Figma will place a Published badge next to our plugin after it has been accepted.

## 8) UI improvements in eos-icons.com

In the present eos-icons website there is no way that a user can learn about User Story. I'll be adding an enhancement to eos-icons that will help users understand that they can

request new icons through User Story. I've been working on 2 prototypes that contain specific sections for the User Story providing the details so that a user can know more about the User Story.

Icons About Us Docs Team User Story


## NEED A NEW ICON ? TELL US HERE AT **USER STORY**

Request new features and give feedback in an easy and intuitive way

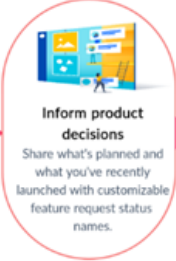
[Visit User-Story](#)

Share with us how you use our products, relate to other users' stories, vote them up, and we'll make sure we deliver cohesive solutions that enhance your experience.

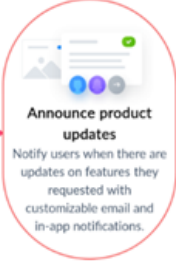
### SIMPLE TO USE



**Capture and validate product feedback**  
Post promising ideas to collect feedback from users. All in one place so nothing slips through the cracks.



**Inform product decisions**  
Share what's planned and what you've recently launched with customizable feature request status names.



**Announce product updates**  
Notify users when there are updates on features they requested with customizable email and in-app notifications.

### HOW IT WORKS ?

Visit <https://userstory.eosdesignsystem.com>

Sign In or create a new account

Create a story and share with the community

Admins will communicate with the issue

**Get in touch with us**[EOS on Twitter](#)  
[Join us on Slack](#)  
[Repository](#)  
[Report an issue](#)

**Resources**[EOS Icons Gem](#)  
[EOS Icons NPM](#)  
[How to collaborate](#)

**EOS Products**[Design system](#)  
[User story](#)  
[EOS Solutions](#)

## Prototype-1

## NEED A NEW ICON ? TELL US HERE AT USER STORY ● I

Request new features and give feedback in an easy and intuitive way

[Visit User-Story](#)

### CAPTURE & VALIDATE FEEDBACK

Post promising ideas to collect feedback from users. All in one place so nothing slips through the cracks



### INFORM PRODUCT DECISIONS

Share what's planned and what you've recently launched with customizable feature request status names

### ANNOUNCE PRODUCT UPDATES

Notify users when there are updates on features they requested with customizable email and in-app notifications



Share with us how you use our products, relate to other users' stories, vote them up, and we'll make sure we deliver cohesive solutions that enhance your experience.

|                      |                                  |           |                                    |              |                               |
|----------------------|----------------------------------|-----------|------------------------------------|--------------|-------------------------------|
| Get in touch with us | <a href="#">EOS on Twitter</a>   | Resources | <a href="#">EOS Icons Gem</a>      | EOS Products | <a href="#">Design system</a> |
|                      | <a href="#">Join us on Slack</a> |           | <a href="#">EOS Icons NPM</a>      |              | <a href="#">User story</a>    |
|                      | <a href="#">Repository</a>       |           | <a href="#">How to collaborate</a> |              | <a href="#">EOS Solutions</a> |
|                      | <a href="#">Report an issue</a>  |           |                                    |              |                               |

## Prototype-2

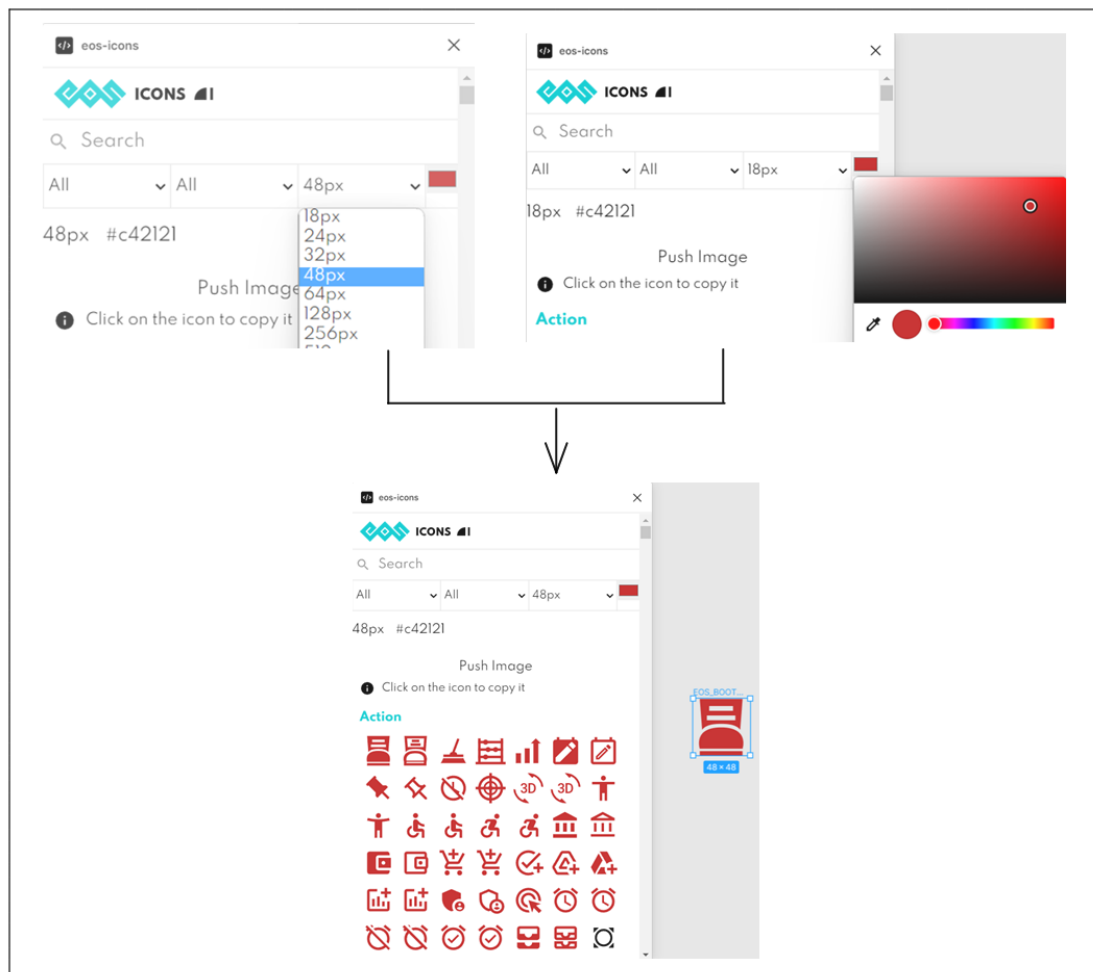
Link to the prototypes :

<https://www.figma.com/file/kYSzZAqgzdR3MhgKQ5gmvy/User-Story-Eos-icons?node-id=0%3A1>

## What have you done so far with this idea?

For the project, I've been working on a test repository. I've experimented and tried different sizes and color support to an extent. I've developed a dropdown menu for this, which will be in charge of applying the size adjustments after a user selects a particular size. When a user selects a size, the size picked is reflected below, as illustrated. In addition, I've added a color picker that allows the user to select a specific color, which will be mirrored in the UI panel and the icon will be exported in that color.

We will be passing the obtained values of the selected size and color to a function named `EOSReactIcon(size: selected_size, color: selected_color)` to implement the size and color changes.



---

[Link to the Test Repository](#)

[Link to the Test View](#)

## Timeline:

### **Community Bonding (May 17 - June 6):**

I'll use this time to set out my objectives and discuss the project's workflow with my mentors. I'll also become used to the EOS workflow and begin working with the mentors wisely. I'll use the Community Bonding period to familiarize myself with the code base, mentors, and fellow GSOC 2022 members.

During my GSOC 2022 term, I will be able to commit 7-8 hours per day. I will also be having my Final University Exams in June 2022. Once the exam dates are announced, I will notify my mentors. I will only be able to devote 2-3 hours a day during my exam period. I will be able to devote more than 8 hours a day after my examinations are completed.

### **Week 1 (June 7 - June 13):**

For this week, I'll be setting up the eos-icons-figma and eos-icons-adobe-xd repositories. I'll also start polishing the existing features present in the eos-icons plugins. This will entail testing the current plugins, cleaning the codebase and including automation with github workflows.

#### **Output of this period:**

- Polishing the existing features.
- Cleaning the codebase.
- Automating github workflows.

### **Week 2 (June 14 - June 20):**

For this week, my main goal will be to publish the plugins on both the Figma and Adobe XD communities. This will include creation of a cover art for the plugins and mentioning the features in the cover art, creating a description for the plugins etc.

#### **Output of this period:**

- Publishing eos-icons plugin in the Figma Community.
- Publishing eos-icons plugin in the Adobe XD Community.

---

### **Week 3 (June 21 - June 27):**

For this week, I'll be refactoring the UI for the eos-icons Figma. Before I start, I'm going to make some design templates. I've also created a design that can be utilized.

The UI will be reframed to include both existing and new functionalities, such as categories, themes, size, color support and png export.

#### **Output of this period:**

- Improving space optimization in the UI.
- New User Interface for the plugin.

### **Week 4 (June 28 - July 4):**

For this week, I will be working on adding UI improvement in the eos-icons which links back to eos-icons.com. I will also be adding User Story improvements which will let users learn about User Story. I will also be adding UI improvement so that a user can learn about the plugin such as the plugin version, no. of icons, etc. This will include implementing the proposed design or creation of a new design to implement in the plugins.

#### **Output of this period:**

- Creation of prototype or using the proposed prototype.
- Adding UI improvements adding link back to eos-icons & also User Story (if approved).
- Adding UI improvements letting users know more about the plugin.

### **Week 5 (July 5 - July 11):**

For this week I'll start working on expanding the eos icons plugins for size support. This will entail the establishment of a dropdown menu in both plugins, as well as the addition of functionality that allows a user to choose a desired size and export an icon of that size.

#### **Output of this period:**

(Figma Plugin)

- Creation of Dropdown Menu in Figma plugin.
- Adding functionality allowing users to export icons of a specific size.
- Updating test files.

(Adobe XD Plugin)



- 
- Creation of Dropdown Menu for Adobe XD plugin.
  - Adding functionality allowing users to export icons of a specific size.
  - Updating test files.
- 
- Submit Feedback for evaluations.

### **Week 6 (July 12 - July 18):**

For this week, my main goal will be to provide support for various color modifications as well as addition of functionality that allows users to export the icon of a particular color from the plugins to the Frame.

#### **Output of this period:**

(Figma Plugin)

- Addition of color picker in Figma plugin.
- Adding functionality allowing users to export icons of a specific color.
- Updating test files.

(Adobe XD Plugin)

- Addition of color picker in Adobe XD plugin using manual input or react-color.
- Adding functionality allowing users to export icons of a specific color.
- Updating test files.

### **Week 7 (July 19 - July 25):**

For this week, I'll (add favorite color palette) to the UI. This will include addition of a section selecting multiple selected colors or recently used colors to the User Interface.

#### **Output of this period:**

- Add section for Favorite Color Palette.
- Retrieve recently used color from the UI & store it in the favorite color palette.

### **Week 8 (July 26 - August 1):**

This week, I'll focus on identifying and correcting any problems and inconsistencies in both the plugins & work on implementing the drag and drop feature in the plugins.

#### **Output of this period:**

- Finding and Correcting inconsistencies in the plugins.
- Adding Drag & Drop Features.

---

### **Week 9 (August 2 - August 8):**

For this week, I'll finish both plugins work and work on any pending task that hasn't been completed yet.

#### **Output of this period:**

- Finalizing the Plugins.
- Working on any pending work if it exists.

### **Week 10 (August 9 - August 15):**

For this week, my main goal will be to add UI improvements in the eos-icons-landing page, to let users understand that they can request new icons using User Story.

#### **Output of this period:**

- Creation of a section in eos-icons.com for User Story or adapting the created prototype.
- Submit feedback for Final evaluation

## **Tell us about your previous experience:**

Frontend and UI/UX design are my main areas of competence. I've contributed to open source in these areas. HTML, CSS, Jekyll, JavaScript, NodeJS, Express, MongoDB, MySQL, PHP, ReactJS, TypeScript, and NextJs are among my skills.

I have a professional experience of 2 internships.

My first internship was as a Full Stack Web Developer at IVRRM Pvt Ltd, where I worked on an agriculture-related marketing website([amgeetech](#)) using HTML, CSS, JavaScript, NodeJS, and PHP.

My second internship was as a Full Stack Web Developer at [Swastik Classes](#), an Education Institute, where I was responsible for monitoring existing websites and hardcoding websites that were transitioning from WordPress to ReactJS. I built websites with ReactJS, JavaScript, NodeJS, MySQL, and other technologies.

I have knowledge in other languages also like C, C++, and Python.

Aside from that, I've also contributed to [Layer 5](#) and [Meshery](#), which are open-source organizations. My major goal was to find bugs, resolve errors and improve the appearance and feel of the Layer5 and Meshery websites so that the UI and UX were as nice as possible.

---

Other than that, I've competed in several coding competitions. I participated in [Hacktoberfest 2021](#) and completed it successfully with 10 Accepted & Merged Pull Requests. I came in first place in IPECs 15 Days of Open-Source competition. In addition, I placed second in the Robotech Hackathon, an inter-college contest hosted at IPEC. I've also taken part in the Trinity Society's Local Chapter's Dare2Develop Hackathon. I've also competed in CSS Battle, a CSS-based competition hosted by the ACM (Association for Computing Machinery) society's local chapter.

## Tell us a bit about you:

Aviation has always piqued my interest. I enjoy flying drones and have built and experimented with them. The aviation industry in India is growing at a rapid pace, and I wanted to ensure that my college students had access to information about the industry. As a result, I began to set up a lab and an aviation environment in my college, which led to my appointment as a founding member and vice-president of [Aeronautica IPEC](#) (an aviation society at IPEC).

In addition, I love acting and I am a member of my college's dramatics society.

Badminton is one of my favorite sports. During my college sports fest, I also earned a silver medal in badminton.

I also enjoy playing video games such as Valorant, CSGO, Tekken 7, GTA 5, Minecraft and others. I have created different YouTube channels for various games, but due to workload they didn't work out, so I deleted them.