EOS: Improving Adobe XD Plugin and Creating Angular Library

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A Brief Introduction

My name is Abhirup Pal and I am a third-year student at the Institute of Engineering and Management, Kolkata, India where I am pursuing B.Tech. in Electronics and Communication engineering. I started contributing to EOS in January of 2021 and contributing across repositories in Gitlab and Github.

My Contributions

Pull Request Number	Description	Status
Adobe-XD#1	Proof of Concept: Adobe XD plugin for EOS.	Merged
Adobe-XD#2	Plugin: Update to use react.	Merged
Adobe-XD#5	Walkthrough: Made plugin compatible with Adobe UXP Developer Tools, and improved UI.	Open
Icons-VS-Code#8	CI: Add black.	Open
EOS-Icons-Landing-Gitlab#189	UI: Add URL to open source organizations.	Merged

PROJECT INFORMATION
EOS

Abstract

I have started doing the initial work on the EOS Adobe XD plugin and I found the community extremely supportive. For the summer, my goal would be to increase the capabilities of the Adobe XD plugin, and develop the Angular package for EOS. This might touch the sister packages for React library and the original NPM package and I would ensure there are no frictions during development and we are on the same page while moving forward.

Specifcations

1. ## Adobe-XD Plugin Improvements

   The goal would be to ensure all functionalities available on the npm packages can be performed through the plugin itself.

   - Add Icons on search.

   - Ensure colors, height, and width of the icons can be changed.

   - Add ESLint to the repo.

   - Add CI for the Plugin to build automatically on every master push.

   - Add shortcut for the plugin.

   - Add tests.

2. ## Angular Library.

   - Develop the initial plugin.

   - Add support for tree shaking.

   - Open up APIs to allow users to update CSS properties like height, width, z-index, and background.
   - Allow custom classes to be added allowing usage of [NgClass](), and [NgStyle]().
   - Open up APIs to fip and rotate Icons.

   - Allow users to add animations.

   - Open up API to control animation programmatically.

   - Add tests.

3. ## Work on other plugins and libraries.

I am proficient in Typescript, JS, and Python and could work on other plugins(Figma/VS Code) and front-end libraries(React) as would be required.

Timeline

Here's a rough estimate of the timeline, which may change depending on the status of the issues to be fixed

Community bonding period	● Read further on various APIs for languages and plugins and any caveats.
7 Jun - 14 Jun	**Adobe XD** ● Add Icons on search. ● Ensure colors, height, and width of the icons can be changed.
15 Jun - 21 Jun	**Adobe XD** ● Add ESLint to the repo. ● Add CI for the Plugin to build automatically on every master push. ● Add tests
22 Jun - 28 Jun	**Angular Package** ● Develop the initial plugin. ● Add support for tree shaking.
29 Jun - 5 Jul	**Angular Package** ● Open up CSS APIs from the original npm package. ● Open up API from npm package to play animations programmatically.
6 Jul - 12 Jul	**Angular Package** ● Consume APIs in Angular. ● Allow animations from the Angular package. ● Allow custom classes to be added allowing usage of NgClass, and NgStyle.
13 Jul - 19 Jul	**Angular Package** ● Add a demo project showcasing all use cases..

20 Jul - 26 Jul	● Add CI, ESLint, and prettier. ● Add tests.
27 Jul - 2 Aug	**Angular Package** ● Any tests remaining. ● API documentation.
3 Aug - 9 Aug	**Miscellaneous** ● Any work on other plugins or frameworks. ● Final testing and brushing up any edge cases.
10 Aug - 16 Aug	● Final report.

Experience

- I have worked on 3 different startups building products from scratch. The entire list can be found here. My best work on Angular with Material Design can be found here.

- My primary languages are Javascript and Python and I have built various projects in them. The most relevant is one to scrape wallpapers and change your background daily using Python and Bash. The relevant code can be found here.

- I am also a core member of the Developer Student Club(DSC-IEM) at my college.
- My other open-source contributions can be found here. I have been maintaining a small angular [package ng2-animate-on-scroll](package) that allows users to add animations on scroll. It uses Intersection Observer and a scroll listener as a fallback for browsers without the Intersection Observer API. More than [50k downloads](50k) to date(2018 - onwards).

Availability

If accepted, I would not have any commitments other than GSoC. I can consistently put in 35-40 hours of work every week.

Post GSoC

After the GSoC period ends, I would continue making contributions to EOS, review pull requests, and try to keep the developer community active.