**Kitman Labs - Questions**

**What’s your proudest achievement?**

My proudest achievement would by my final year project in college where I but a Virtual Wind Tunnel in Unity3D. At first it was a very daunting with understanding the physics involved but research and learning I over came this. Amongst this I also learnt CSharp (found it similar to Java) as this was one of the languages Unity3D used. It all came together in the end and I got a working Virtual Wind Tunnel.

In conclusion this was my proudest achievement as I build an awesome working Virtual Wind Tunnel getting results close to real world. Challenging myself learning physics and a new programming language to get the results I wanted. The hard work was worth it as I got First Class Honours over all.

**What’s the most interesting technical article you’ve read recently?**

This would have to be an article I read from [alphasights.com](https://m.alphasights.com/css-evolution-from-css-sass-bem-css-modules-to-styled-components-d4c1da3a659b#.o56zuy97s) talking about where CSS started and where it is now today. I liked this article as it brought me back to when I started developing CSS using a single stylesheet and not really been able to reuse much of it because I had totally gotten lost in it. As in the article when SASS and LESS appeared on the block we thought our problems were answered as it provided nesting, varibles, mixins, extends and logic into the stylesheets.

But unfortunately with SASS or LESS there weren’t any best practices for developers to follow unless they had predefined their own. This is where BEM came on the scene as it has provided logic and structure to our CSS and basically allowed us to reuse our CSS. This is point where I am myself today with regards to CSS.

In the article it talks about CSS Modules and local scope this is where I learnt something new and this is why I think you should read it. CSS Modules and local scope solves the problem of developers having to think of unique class names by using :local in CSS write up will generate unique class names. This really intrigued me as it has gain popularity with React but I’ve never seen it before and I’m now keen to introduce it into one of my projects. I hope you find it as interesting as I did.